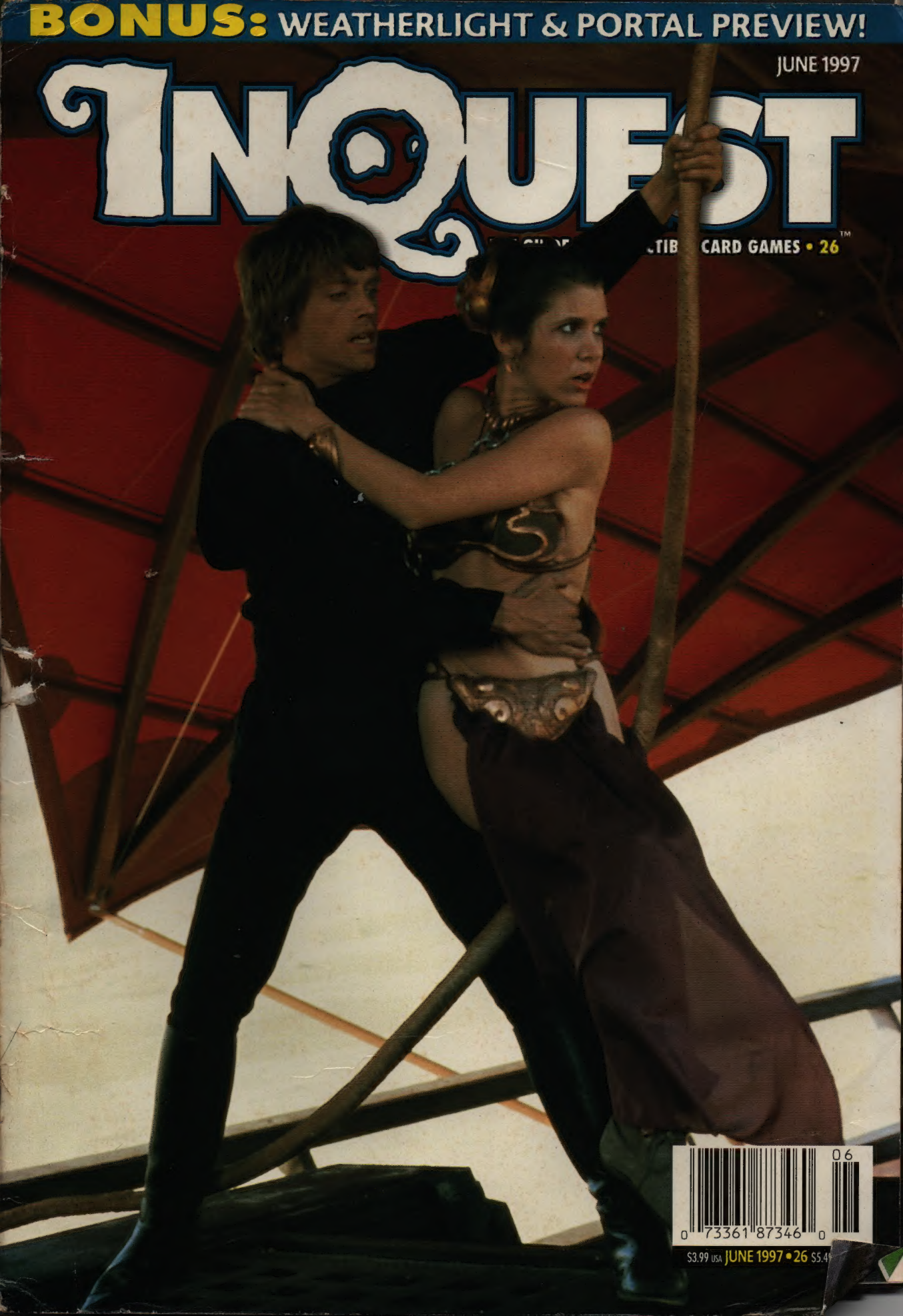
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DAGOBAH™-MARCH 1997

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EDITOR'S LETTER

InQuest Memories

InQuest's on its third year. Imagine that. We've had a decent run so far—not quite so impressive a run as say, the 174 episodes of "Star Trek: The Next Generation" or a gazillion "Doctor Who" episodes, but hey, we beat out that 19-episode juggernaut, "Battlestar Galactica."

So while I was sitting around waxing nostalgic, I thought the rest of you out there might get a kick out of some of our memorable moments from the past 25 issues.

***InQuest* #1.** We line up ultratalented fantasy painter John Bolton to do our first-ever cover. We're all excited when the sketches for our female vampire roll out the fax machine. One problem: she's nude. In the interests of self-preservation and compromise, we have some see-through clothing put on her.

***InQuest* #4.** It's the 1995 Gen Con Game Fair and we're giving away copies of *InQuest* like Hare Krishna at a sinners' convention. Nobody wants them. It's like trying to flag down commuters late for a train. We vow then never to cry in the face of doom...or something like that.

***InQuest* #5.** We actually learn something from the "Reality vs. Fantasy" feature article by Eric Black, one of our many educational articles: medieval Europeans cleaned their tushes out with wooden sticks. One hundred twenty-four trips to Taco Bell later, we're still trying to master that trick.

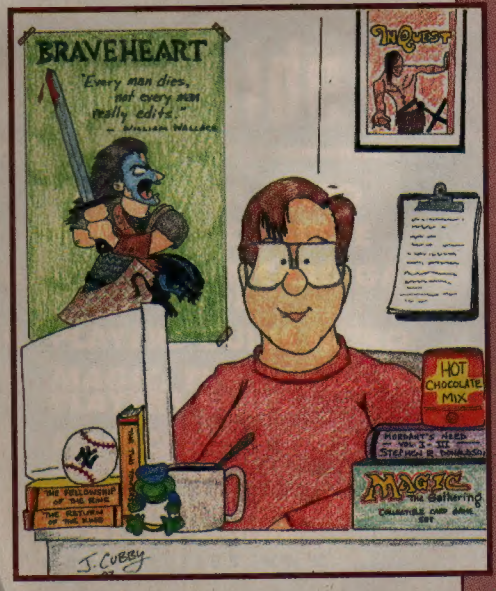
***InQuest* #15.** "Contest of Champions"—our annual, humorous battle of famous fantasy and science-fiction characters, written by Rick Swan and illustrated by Brian Douglas Ahern—runs and is selected by you, the fans, as the favorite article ever to run in *InQuest*. None of you knew it took us 15 months to get it right.

***InQuest* #17.** We rank the best *Magic* cards of all time in our "Power Play" feature. We expect death threats, fire bombings and riots. We get complimentary copies of self-help books.

***InQuest* #25.** Fan mail pours in. Readers rank it as the best *InQuest* of all time. It goes to our heads. We've finally reached the big time. We all go out and invest in Disney stock, buy up beachfront property in the Bahamas and lay away money on personalized suspended-animation coffins. Ahhhh, to retire in luxury...

Then it hits us—issue #27's behind schedule.

InQuest Editor



Vital Stats: Michael Searle

Job at *InQuest*: Editor. Y'know, in charge of editing things.

Favorite games: *Magic, Middle-earth, Champions* and *Diplomacy*.

Favorite books: "Chronicles of Thomas Covenant" by Stephen R. Donaldson, J.R.R. Tolkien's "Lord of the Rings," anything by Guy Gavriel Kay and Orson Scott Card.

Favorite movies: "Braveheart," "Alien," "The Great Escape."

Favorite hobbies: Writing, hiking, computer games.

Most frightening *InQuest* moment: Figuring out the rules for "Ultimate Chaos." The universe just isn't ready to have different CCGs slug it out with each other.

Coolest game product owned: Autographed first edition of *AD&D's Deities and Demigods*—the one that includes the Cthulhu, Melniboné and Nehwon sections.

M T +

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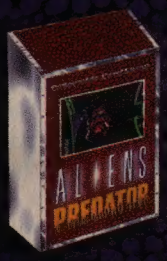
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AVAILABLE AUGUST 1997

InQuisition

Letters to the editors



Turkey Time

It's a beautiful spring day, and I'm in the backyard, lounging in a hammock with a stack of "InQuisition" letters. Cow Nose the cat is on the patio blowing her turkey whistle, a mail-order gizmo she bought with some of her paper route money. I told her not to waste her dough, that she'd never be able to call turkeys with it, but, well, you know how she is.

"Hey, Cow Nose," I say. "Looks like the hot topic of the month is that piece about the purple *Magic* cards. Who woulda thought—" She isn't listening. She's hopping up and down, pointing to a tree.

I look up. There, perched on a high branch, are a dozen packs of *Fallen Empires* and a video cassette of "Star Trek: Generations."

"I'll be darned," I say. "It does work!"

X-Files Cover-up?

My friend got a Mulligan *X-Files* card in *InQuest* #25, but I got a Deny Everything card. Is this card supposed to be in there?

John Barnett
British Columbia, Canada

Here's the official response from USPC Marketing Manager Ronnie Noize:

"Please be advised that every effort is being made to investigate your claim that approximately 5,000 Deny Everything cards were mistakenly delivered and inserted into issue #25 of InQuest magazine.

The investigative team has reviewed all of the documents relating to the creation, production and shipping of the Mulligan promotional cards and to date no evidence has been recovered to suggest that the Deny Everything cards were intended as part of the InQuest promotional allocation. In fact, there is no record of the Deny Everything card's existence. However, investigators are still in the process of interviewing all of the USPC and NXT Games staff who may have been involved in the unauthorized production of the card.

We hope that you will accept our sincerest apologies for any inconvenience to you or your readers that this situation may have caused."

Purple Haze

In *InQuest* #22, you ran an article about purple being the new *Magic* color ("The Sixth Color"). Is it true? Or did you make it up? Either way, the Finori is a kick-ass idea, and my compliments to the creators.

Keith Siemon
Yuma, AZ

Lemme put it this way: It's about as true as the story of Cow Nose and the turkey whistle.



I thought your article about the sixth color was great. You are definitely the coolest CCG mag. I wish Wizards of the Coast had as much creativity as you guys (though they've been doing a pretty good job lately). Where'd you get the idea for purple?

David Heilker
Baltimore, MD

Well, Jeff Hannes had just Channel/Fireballed Mike Searle for the ten zillionth time, and that was the color Jeff's face turned while Mike was strangling him.

I agree that purple should be Magic's next color. I also liked the cards you printed. They were exactly the right size to cut out and paste over basic lands, which makes you guys and gals (and, yes, even Swan Thing) El Numero Uno in my book. But I thought it was pretty damn sneaky of you to have a purple creature costing two purple mana and then provide only one Portal. Now I have to buy yet another *InQuest* if I want to use these awe-inspiring cards. So do us all a favor. In a future issue, please print another feature on purple with another picture of the Portal and some new purple cards. I'd buy at least five copies.

Christopher J. O'Brien
Cyberspace

Hey, if you promise to buy five copies, not only will we hand-deliver your cards, we'll strip to our skivvies, dye ourselves purple and dance the Macarena on your lawn.

I enjoyed your "Sixth Color" article. However, I don't think the concepts for purple were very good. The other-dimensional feel made the new color seem more like (God forbid) *Blood Wars* than *Magic*. One of the best things about *Magic* is its inclusion of Earth-like creatures and events. Forests, Tsunamis and Crashes of Rhinos are great to play because you can easily associate them with real-life sights and sounds. Not so with purple.

Yellow/Desert is obviously preferable to purple, as it represents another biome we are familiar with and allows for some great cards. A few possibilities:

Cactus Dragon: Place four spine counters on Cactus Dragon when it comes into play. During combat, remove X counters to deal X additional damage to the creature blocking or blocked by Cactus Dragon.

Trial of the Sun: During a player's upkeep, if that player controls no yellow permanents, then Trial of the Sun deals three points of damage to him.

Dust Devil: Sacrifice two Deserts to play Dust Devil from your hand as an interrupt. Remove from the game the target permanent or control target spell.

See, yellow is better. Purple is a loser.

Justin Adams
Cyberspace

I presume your fondness for yellow includes a reluctance to flush the toilet.

So *Magic* may be getting a new color? Big deal! That weenie purple stuff couldn't take on a manly deck like mine.

Aaron J. Mack
Kingman, AZ

Your deck has testicles?

Annihilation a No-No

In *InQuest* #23, Sheamus Stenberg claimed he had come up with "the best combo in the history of Magic" consisting of Zuran Orb, Enduring Renewal, Living Plane, Concordant Crossroads and Fastbond ("Annihilation a Go-Go," "InQuisition"). He overlooked a sacrificial restriction: the land creature permanent may be sacrificed only once. Infinite life is therefore impossible. You could gain a lot of life by sacrificing all that land, but once you bring them back as creatures, they can't be sacrificed again.

Nathan McKelvin
McSherrystown, PA

Sheamus, it's a well-conceived combo, and I applaud the genius behind it. Here's where I break your heart. Though in theory the combo works, the flaw is in the draw. You need two white mana and two green in play to cast all that. Good luck getting it.

James Spears
Indianapolis, IN

I kinda figured that combo was too good to be true. I mean, infinite life is as nutty an idea as, oh, I don't know, a 1,000,000 power Atog.

Here's a killer combo you probably haven't thought of: Enduring Renewal, Atog and Ornithopter. This enables you to make the Atog into a 1,000,000 power/1,000,000 toughness creature. Give it a War Chariot and it's invincible.

Chris Benton
DeBary, FL

Somebody slap this guy.

What Magic's All About

I'm in a group of home schoolers. We meet once a week to play *Magic*. As I recall, you've gotten letters from people who say that the purpose of *Magic* isn't to have fun, but to win. I couldn't disagree more. I wouldn't spend $10 a month on something I couldn't have fun with. Here are a few ways we have fun:



1. We make our Dwarven Warriors say things in a squeaky voice. "That stupid Dreadnought! He couldn't hurt a...Hey! I'm dead!"

2. We all have special powers. For instance, just before a draw phase, if one of us points to his library and yells "Land" or "Fireball," he'll draw that card. It always works (but just for us). Also, if you point at an opponent's deck and yell "sucky card," the opponent will draw a Black Vise.

3. If my hand has a bunch of stuff I don't need, like basic lands, then I stick the card corners into the carpet so the cards stand up. The cards then look like they're growing in a garden.

This is what *Magic* is all about.

Aaron Mitchell
Greensboro, NC

Uh, exactly what kind of "home" are you schooled in?

Guide Gripes

How do you determine the power ratings for the "Players Guide"? For instance, I noticed that Scryb Sprites has a rating of two stars and Flying Men has a rating of three stars. Since they're both 1/1 flyers for one specific mana of their respective colors, this struck me as inconsistent. I also noticed that Phantom Monster, a blue 3/3 flyer for one specific mana and three generic mana, has a rating of three stars. Roc of Kher Ridges, a red 3/3 flyer for one specific mana and three generic mana, has a rating of four stars. Another inconsistency?

Erhan Kartaltepe
San Antonio, TX

In your "*BattleTech* Players Guide" in issue #22, for some of the rarity ratings you have the letter "V." What does this mean?

Mr. Foxx
Taylor, MI

Sez Games Editor Jeff Hannes: "Overall, the ratings are based on the InQuest editors' experience. Given that there are more than 2,000 cards, we'll have some inconsistencies from time to time. When we catch them, we'll tweak the ratings. In some cases, however, like Phantom Monster and Roc of Kher Ridges, the rating difference lies in the colors. For blue, a 3/3 flyer isn't a big deal. For red, it's a huge deal. Which, comparatively, makes the Roc a much better card. In other words, even though at first glance they look exactly the same, in reality they're not. As for the V in the BattleTech guide, it stands for Vital; those are the cards you get in starter decks."

Hide 'n' Seek

Recently, my friends and I started to play a few games of the *X-Files* CCG on our Magic night, and we noticed something. There are names hidden in the cards. Here's a list:

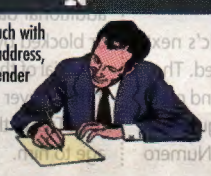
Combat #7-10. Samantha is hidden in the ace of spades.

Site #58-60. Langly is on the magnifying lens.

Site #71-75. Deep Throat is hidden in

P E N P A L S

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Age: 23
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1431 Hickory Street
Slidell, LA 70460
Likes: *Magic, Rage, Rifts*

Jason Powell
Age: 16
Sex: Male
320 So. 42
Van Buren, AR 72956
E-mail:
JLP9@vbhs.wsc.k12.ar.us
Likes: *Magic, Star Trek: CCG*

Chelsea Lundy
Age: 18
Sex: Female
127 Gibbons
Toledo, OH 43609
Likes: *Magic, Rage, AD&D*

Michael G. Holden
Age: 13
Sex: Male
7806 SW 7th Street
N. Lauderdale, FL 33068
E-mail: mhold@safari.net
Likes: *Magic: The Gathering*

the compass.

Bluff #98-100. Krycek is in the upper right corner.

X-File #147-151. The pen contains the name Duane Barry.

Agent #165-167. Mulder's name is on the gun.

Witness #201-203. The slide contains the name Scully.

Event #278-284. The newspaper's price has the name Skinner.

Equipment #319-320. Frohike is found on the flashlight.

Adversary #349-350. The name Byers is in the smoke in the ashtray.

Dave W. Green
Grover Beach, CA

Bingo, man. Dale. Or should I call you Squinty?

Word Search

Back in InQuest #17, you said, "Wouldn't it be nice if there was one word in *Magic* for creatures like the Yavimaya Ants that attack the turn they enter play?" You suggested the word "wrath." Then in issue #21, somebody said a better word would be "blitzkrieg" ("The Wrath of Sean," "InQuisition"). You said you pretend "butt weasel."

My friends and I invented a better term for these dunes. The Magic rulebook says that a creature can't attack on the turn it's summoned. Magic players have a couple of nicknames for this phenomenon: summoning sickness and jet lag. So because the rebels we're talking about don't follow the rule of jet lagging, we've come up with "anti-jet-laggers."

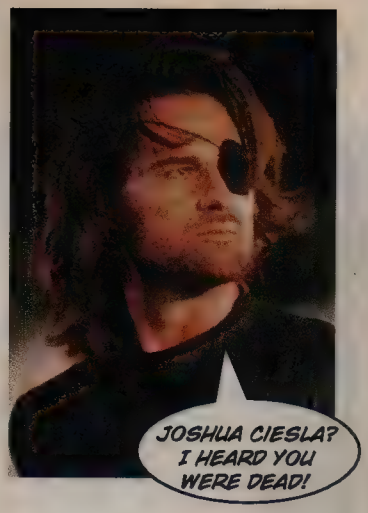
Matt Marvin
New York, NY

Hmm. "Anti-jet-lagger" doesn't roll off the tongue like "butt weasel."

Bumps from Hell

We're poor. Is there any address, other than an e-mail address, to which a person can write Wizards of the Coast and share ideas with someone who will actually listen? Most of my friends and I visualize it as some huge, emotionless corporation. What's the truth? And by the way, Richard Garfield, if you're reading this, thank you for creating a game that a poor kid with a terrible home life can use as a means of escape from the stresses of the real world.

Joshua L. Ciesla
Lackawanna, NY



Write to Wizards of the Coast at PO Box 707, Renton, WA 98057-0707. Somebody'll read it. As for the WotC corporate headquarters, it's far from emotionless. It laughs. It cries. It has a crush on the Taco Bell down the street.

Money for Nothing

This is in response to the letter from Greg Tripp in issue #22 where he was talking about the high price of *Magic* cards ("Cost Defective", "InQuisition"). Greg, sit down before you hurt yourself. The way you're complaining, you'd think you were paying $30 a pack, not a measly $3. Where I live, a pack of *Alliances* costs $4. Can you believe that? A whole $4. You want to know how I pay for cards? I have a job. So quit whining. Get a job of your own.

Apparently, you don't realize how much it costs Wizards of the Coast to manufacture *Magic*. For you and me, it's a game. For them, it's a business. They have bills to pay. They have to pay artists and lawyers. They have to pay for printers, computers, ink and paper. If they lower their prices, they'll go bankrupt, and then you won't be able to get *Magic* at all.

Now don't get me wrong. I would love to see the price of cards go down. But if you can't afford it, then you either have to get a job or find a cheaper hobby. Maybe you should collect rocks.

James L. Campbell
Ontario, Canada

Just wait. The minute rock collecting catches on, some company'll begin selling $9 starter stones and $3 booster pebbles.

Blast From the Past

A look at *InQuest*'s favorite classic games...

NAME: ARS MAGICA

ORIGIN: Lion Rampant, 1989; White Wolf, 1991; Atlas, 1997

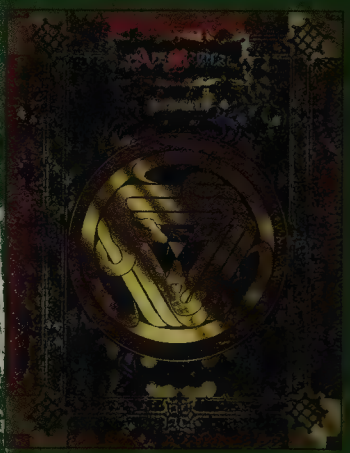
TYPE: Fantasy roleplaying game

CONCEPT: You're a Mage in 14th-century Mythic Europe and a member of one of the Houses of Hermes, 14 fractious clans of wizards. Or you're a Magus's Companion, clearly inferior in power; or a Grog, a dumb thug who's nothing but cannon fodder. Sound unequal? Surprise: They're all equally fun to play. In *Ars Magica* (ArM) you're less interested in power than in character development and exploration of a vividly realized medieval setting. But power gamers can delight in *ArM*'s complex, amazingly versatile magic system, which lets players combine Techniques and Forms to create free-form effects on the fly.

LEGACY: Inspired and influential, *ArM* set the tone for White Wolf's revolutionary Storyteller RPGs (*Vampire, Werewolf*, et al); *Mage*, in particular, derives its background from *ArM*. In emphasizing narrative and atmosphere over traditional issues of game balance and "realism," most RPGs today pay unspoken tribute to *ArM*'s pioneering vision.

AVAILABILITY: Fourth edition, Atlas Games, $29.99.

—Allen Varney (APVarney@aol.com)



P E N P A L S

Cory Knaus
Age:
Sex: Male
[illegible] Ave Street
Roselle, IL 60172
E-mail: [illegible]@aol.com
Likes: Rage, World of Darkness

Matt Barba
Age: 10
Sex: Male
319 Orchard Terrace
Roselle, IL 60172
Likes: *Magic: The Gathering*

Ryan Sorsany
Age: 14
Sex: Male
4015 Radcliffe Place Court
Wildwood, MO 63025
E-mail: sorsany@ibm.net
Likes: *Magic: The Gathering*

Philip Herbst
Age: 19
Sex: Male
5327 Tracy Avenue
Kansas City, MO 64110
Likes: *Magic, Rage, OverPower*

Reggie Waters
Age: 12
Sex: Male
2943 Baltimore Avenue
Lansdowne, MD 21227
Likes: *Magic, Dragon Dice*

Giorgio Stancati
Age: 16
Sex: Male
Via Ugo de Carolis, 20
00136 Rome
ITALY
Likes: *Middle-earth: The Wizards, AD&D*

Tourney Kit

I am a very enthusiastic *Middle-earth: The Wizards* CCG player and would like to participate in tournaments. I know they exist. But I just can't seem to find out anything about them. Can you help?

Decoster Koen
Gent, Belgium

Sez Iron Crown spokesperson Monica Wilson: "We have sanctioned councils for Middle-earth tournaments. In the United States and Canada, it's the Council of Lorien. The nearest one to Belgium is probably the Council of Fangorn, in France. If you're looking to compete, just check our web page, www.ironcrown.com. Or you can write me at Iron Crown Enterprises, PO Box 1605, Charlottesville, VA 22902 or call me at 804-295-4280 and I'll fix you up."

Smell-O-Vision

In "Top 10 Visions Cards" (*InQuest* #23) you say that the worst card in *Visions* is the Phyrexian Walker. I strongly disagree. Give Firebreathing to the Walker and you have a 0/3 pumpable creature for just one red mana. Give it Holy Armor and it becomes a 0/5 pumpable creature for just one white mana. And we're talking about a pumpable creature that doesn't get weaker every time it blocks, as does Shield Sphere (your example of a superior alternative to Phyrexian Walker).

In my opinion, the worst card in *Visions* is Kaervek's Spite. For an unbelievable three black mana, this instant makes you sacrifice all of your permanents and discard your entire hand. And all it does is make the target player lose a measly five life.

David Youngberg
Davenport, IA

Yeah, the Spite's a little on the lame side. But the Walker's just another—yawn—creature. Plus, the text's cheesy. Plus, the illustration looks like a leftover from BattleTech. *Let's just say they both stink.*

Love Bug

I'd like to make a proposition to Wizards of the Coast. I think the next *Magic* expansion should be called *Magic: The Next Generation* and should chronicle the romantic encounters of *Magic* creatures outside their species. I think I speak on behalf of most of America when I say we would all love to see the product of a union between the Benalish Hero and the Abyssal Hunter. It would be an entirely new creature. And because one parent is a black card and one is a white card, it would give rise to the color gray, usable only in a deck with both black and white. And can you imagine what would happen if the feuding Goblins and Merfolk each had one of their kind fall in love with one of the other? It would be Romeo and Juliet, *Magic*-style.

Brian (the Matchmaker) Franchi
Newark, NY

As a rule, we at InQuest tend to discourage dating outside one's own species, much to the chagrin of some of our more desperate staffers.

Icky Ricki?

The "Swan Song" column in issue #22 ("New Year's Resolutions") was hilarious. I promise to cut down on sleeping and eating (bathing is an activity I'm not yet ready to give up), ask the Duelists' Convocation to establish the Type III tournament environment and stop blowing my nose on back issues of *InQuest*. The only problem I had with the column was the reference to Ricki Lake...naked (shudder).

C.J. Mize
Waynesville, MO

We promise to never, ever run a picture of a naked Ricki Lake. Naked Rush Limbaugh, maybe.

Cold Shower Dept.

I need to know where I can obtain a print of the female warrior on the cover of *InQuest* #22. I mean, I really need to know. This may or may not be a life-or-death situation; I won't say. But I need it. Really.

David Forrest
Utica, NY

Sorry. No female warrior pictures. How about a naked Rush Limbaugh?

Well, that's a wrap, boys and girls. Take pen in claw and tell us what you thought of this ish. See ya next time!

Rick Swan

Contributing editor Rick Swan has had so many girlfriends, he needs almost two fingers to count them all.

Send yer letters to **InQuestMag@aol.com** or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

MAGIC: The Creations

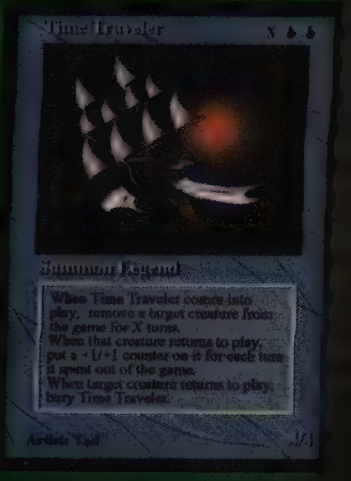
The fan who invented the best *Magic* card this month wins a Townos's Coffin *Magic* card signed by Christopher Rush and three different foreign edition *Magic* packs! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

WALL OF JUSTICE
Troy Adam, Simi Valley, CA



TIME TRAVELER
Donald Harris, Statesville, NC



To enter, send an original Magic card no bigger than 8-by-and-a-quarter inches (use an existing Magic card and just on new art and stuff if you want) to:

Magic: The Creations
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS!

- The *Visions* T-shirt and complete set offered in *InQuest* "Visionary" contest go to Tonya McCord of Marina, CA.
- The Emperor is pleased with Broomfield, Colorado's Moody. His entry won the "L5R Coat of Arms" contest in *IQ* #22. He'll get a full set of the *Anvil of Despair* expansion for *Legend of the Five Rings*!

Council of Lórien™

The **1997 Council of Lórien Championship** will be held Oct. 10th -12th in Tampa, FL in conjunction with Necronomicon. An open tournament and a preliminary round will be held on Friday, Oct. 10th, then a 60-player semi-final on Saturday, and the finals on Sunday.

middle earth
Collectible Card Game

The Champion receives a custom replica of the ***Dwarven Ring of Durin's Tribe***. A sample of the ring will be on display at the ICE booth at Origins™ and Gen Con®. The ring is handcrafted in 14K gold with Celtic knotwork design and clear cut gemstone. The interior of the ring will be inscribed "Lórien, '97". Special items of recognition will be awarded to all semi-finalists and finalists.

The Champion and the Runner-up will represent The *Council of Lórien* at the 1997 *MECCG* World Championship to be held in Spain in January of 1998. Expenses for the Lórien players are paid by ICE.



Quest for the Rings!







The **1997 Council of Lórien Semi-finals** will have 56 slots up for grabs—here's how you get one of them!

- Four slots will be filled by winners of qualifying events at Origins, July 17 -20, Columbus, OH.
- Four slots will be filled by winners of qualifying events at Gen Con, Aug. 7 -10, Milwaukee, WI.
- 12 slots will be filled by winners of the other qualifying events to be held throughout the U.S. and Canada.
- 28 slots will be filled by players invited according to their rankings—play in as many *MECCG* sanctioned events as possible to accumulate ranking points!
- Six slots will be filled by the top finishers from the preliminary round held on Friday, Oct. 10th. Players are invited to the preliminary according to placements in previous qualifying or sanctioned events.
- Two slots will be filled by the top finishers from the open event held on October 10th. It's one last shot at getting to the semi-finals!
- Four slots are reserved for the top four finishers from the previous year's championship event.

Check out our web page for listings of sanctioned and qualifying events.

The Council of Lórien is the governing body for sanctioned MECCG events in the U.S. and Canada. Contact us to schedule your event.

Iron Crown Enterprise, Inc.
P.O. Box 1605
Charlottesville, VA 22902
Phone: (800) 325-0479 Fax: (804) 977-4811
Web page: http://www.ironcrown.com

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No Board. No Boundaries. No Limits.

Express Chess is a great new card game. It springs from the traditions of chess and flows with the excitement and flexibility of cards. But, Express Chess is not a typical collectible card game:

- You can afford it—the Starter Decks are inexpensive, and each Starter includes everything that two players need for a game.
- You can complete your collection—two unique Starter Decks include every card in the set—there are no booster packs.
- You will enjoy it—the rules are easy, but the play is challenging.

Speaking of challenges, go challenge the top chess player you know to an Express Chess match. Play your right cards right, and you will win!

EXPRESS CHESS

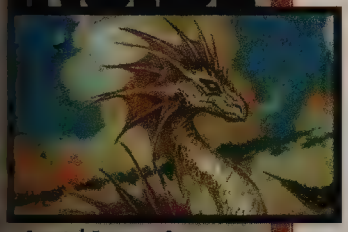
Express Chess and Blackbox TM & © 1996 Blackbox llc. All rights reserved.

The Accolade by Edmund Blair Leighton
Credit: Bridgeman/Art Resource, NY

Neptune and a Triton by Gian Lorenzo Bernini
Credit: Victoria & Albert Museum, London/Art Resource, NY

IQ news

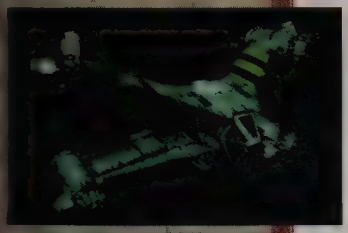
INSIDE



Special Report: Games out this summer. Page 14-15.



New *Shadowrun* CCG. Page 17.



New 'Babylon 5' game and TV station. Page 18.

PLUS:

- *Magic* L.A. Pro Tour
- Mayfair Games saved
- *Rage* returns

POWER SURGE:
Wizards of the Coast Plans to Acquire TSR

In the biggest news in gaming since TSR acquired wargame pioneer Simulations Publications Inc. (SPI) in the early 1980s, Wizards of the Coast announced it planned to acquire TSR, the long-time market leader that has recently fallen on hard times (see "Heads Roll at TSR" and "Tough Times at TSR," "IQ News," *InQuests* #23 and 24, respectively).

"TSR is the pioneer of adventure games and carries an important industry legacy," said Peter Adkison, president and CEO of WotC. "We look forward to drawing on TSR's worldwide reputation and established lines of popular games to complement our current business."

Loraine Williams, president and CEO of TSR Inc., added, "The synergies that already exist betweeen Wizards of the Coast and TSR ensure a solid home and future for the vast library of intellectual property which TSR has created and its creative community."

Adkison spoke with *InQuest* as soon as the news was announced but was tight-lipped about what the buy-out would mean to fans of *AD&D*, *Spellfire* and other popular titles owned by TSR.

TSR's web site was a little more help with a section titled "Ramifications":

What does this mean for *AD&D*? *AD&D* is a valuable commodity for which Wizards of the Coast is certain to want to continue to produce products.

What about the late products and magazines? It is most likely that shipping will resume once negotiations between the two companies are completed (estimate 6-8 weeks).

What about GenCon? GenCon will take place as scheduled in Milwaukee. *[ED. NOTE: Large conventions must be booked far in advance so expect GenCon at the same location for the next couple of years due to contractual obligations].*

How come the web site said that TSR wasn't being bought, but it actually was? Because only upper management of the company knew what was going on; everything else was rumor and supposition.

Industry members contacted by *InQuest*, from artists to marketing VPs, expressed mixed reaction to the news. Tara Gallagher, sales manager at FASA, summed up the consensus, saying, "In the short run, I think this is very good. We would all hate to see TSR's products go out of print. In the long run no one knows what it means."

Off the record most insiders expressed concern. One publisher, who wanted to remain anonymous, said, "It's ominous and disturbs me when one company controls 60-70 percent of the market. They can now dictate what happens in the distribution chain. And it's scary to exist based on the decisions made by another company."

What does the future hold? Stay tuned and *InQuest* will bring you the details as they become clear.

—*InQuest* staff



Magic: The Gathering™ & © Wizards of the Coast. *Shadowrun* ™ & © FASA. "Babylon 5" photo courtesy of Warner Bros. *Spellfire* ™ & © TSR.

GAMA Fallout

Members of the Game Manufacturers Association (GAMA), along with other potentates of the gaming industry, held their annual Trade Show in Reno, Nev., during the last weekend of March 1997—and *InQuest* was there. This show, aimed at wholesalers and retailers of everything gaming, is often where new products are announced or introduced. This year proved no exception, as oodles of new game gear was shown for the first time. The following planned game releases, arranged in alphabetical order, were particularly notable:

Archangel Entertainment: *Extreme Vengeance* (our "Thumbs Up!" in "Role Call" this month) and *Groo: The Card Game* (reviewed in this issue) are due this summer. Archangel's Ken Whitman also showed off the foundations of *ZERO*, a new science-fiction role-playing game about the first beings in a hive-like society to gain independent thought. It's due later this year.

Archon Gaming: Their big new product is the long-awaited *Noir*, a role-playing game inspired by the dark cinema of the '30s and '40s (think *Maltese Falcon* and *Double Indemnity*, or Sam Spade and Mike Hammer). Howard Chaykin and Bill Sienkiewicz of comic fame are among the artists illustrating the game.

Biohazard Games: Will release *Blue Planet* —a role-playing game based on a world covered almost entirely with water—and the *Archipelago* supplement.

Chaosium: *New Æon*, the modern-day expansion for the *Mythos* CCG, is on track for a November release.



Dream Pod 9: The makers of the *Heavy Gear* RPG will release a new supplement every month in 1997 and will publish *Jovian Chronicles*, an RPG and tactical miniatures game (think "Top Gun" in space), this summer.

FASA: The *BattleTech* RPG gets a new field manual titled *Mercenaries*. The *Earthdawn* RPG will add several sourcebooks this year, the first of which is scheduled to be *Secret Societies of Barsaive*.

Fleer/SkyBox International: November will see the release of the *Image OverPower* expansion set featuring *Spawn*, *Witchblade* and *Gen*[13] characters. This summer, *Monumental OverPower*, a Marvel-only set that introduces location cards to the game, will see print. *OverPower* regional qualifiers will be held in May and June, with the national tourney set for the Wizard Press-owned Chicago Comicon over the July 4 weekend.





TOP: *Groo:The Card Game*. ABOVE: HarperPrism's *Alien Predator* CCG. LEFT: *Image OverPower* with Spawn.

Imagineering Design: Grant Zelych is launching the *Edge City* cyberpunk board game.

Imperium Games: Work continues on revised *Traveller*

Groo: The Card Game ™ & © Archangel Entertainment. *Predator* ™ & © Twentieth Century Fox. *Spawn* ™ & © Todd McFarlane

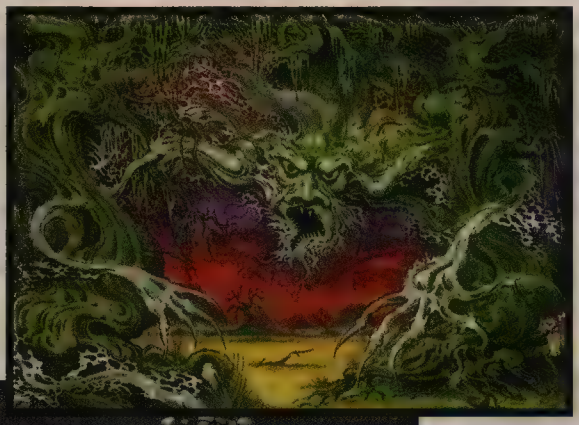


ABOVE: West End Games' *Men in Black*. BELOW: *Magic: The Gathering's Weatherlight*

products and *Pulp Dungeons*. This summer, a CD-ROM detailing a city for *Pulp Dungeons* will be released as well as *Traveller: Aliens Vol. 1*. Imperium Games is also working on a *Chaos Progenitus* role-playing game based on the collectible dice game. Players will become monsters struggling in an odd social hierarchy.

Infinite Imagination: In May, this new company will be releasing *Quest for Power*, a gamemaster-less role-playing game.

Iron Crown Enterprises: In addition to buying Mayfair Games (see "IQ News," page 17), ICE is working on adapting its popular *Silent Death* miniatures spaceship combat system to ground combat: working title, *Storm of Steel*. A collectible card game based on the popular computer game *Warlords* is also in the works and scheduled for a late summer release.





Men in Black photos courtesy of Columbia/TriStar Pictures. *Weatherlight*™ & © Wizards of the Coast.

Manticore Productions: *Wasteworld*, a post-apocalyptic-Earth RPG featuring five warrior factions (shogun, cyborgs, aristocrats, genetically-engineered warriors and aliens) is ready for immediate release. Pinnacle is distributing this Czech-produced game in the United States. *Wasteworld* showcases the best science fiction artists of central and eastern Europe.

Precedence Publishing/HarperPrism: An *Aliens Predator* CCG, combining elements of both films, is to be released this summer.

R. Talsorian Games: In addition to the release of Hero Games' *Champions New Millenium*, RTG is working on the third edition of the *Cyberpunk* role-playing game, to be called *Cyberpunk 203X*. The new edition will update some of the premises of the game, modified after the results of the Third Corporate War. "Where *Cyberpunk* was inspired by [William Gibson's novel] 'Neuromancer' and 'Blade Runner,' *203X* will be [Neal Stephenson's] 'Snow Crash' and 'Hackers.'" *203X* will use the Fuzion system.

Steve Jackson Games: The next *Illuminati: New World Order* CCG expansion will be a 100-card stand-alone set based around a brand-new Illuminatus...the Church of the SubGenius. The cards will be fully compatible with previous *INWO* releases and should hit your favorite hobby store this fall.

Thunder Castle Games: The operative word at Thunder Castle is "Highlander" with *Highlander: The Watchers Chronicle*, *Highlander: The Movie Edition* and *Highlander Collectors Tin* releases all planned for later this year.

USPC: The makers of the *X-Files* CCG announced a change in their upcoming release schedule. *The Truth is Out There* Edition should be available now and the first expansion, *101361*, is due at the end of May.

West End Games: In June, the publishers of the *Star Wars* RPG will be releasing a *Men in Black* RPG based on the summer release starring Will Smith and Tommy Lee Jones.

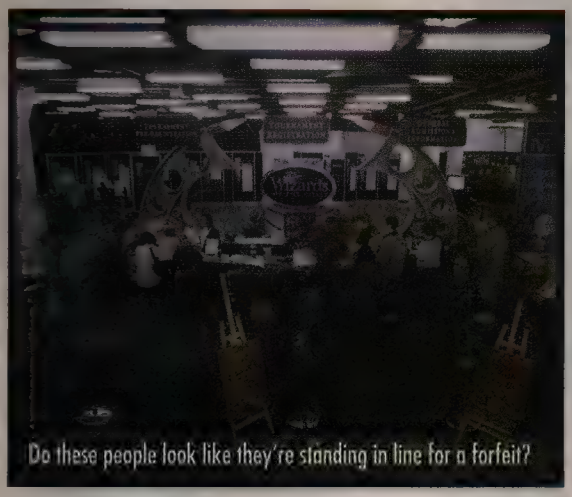
White Wolf: The next major release from the producers of *Vampire: The Masquerade* will be the second edition of *Changeling: The Dreaming*, with a revised magic system and a greater emphasis of the fantastical side of the fae world. After that, expect *Werewolf: Wild West* and the new science fiction game, *ÆON* this November.

Wizards of the Coast: The *Magic*-related expansions, *Weatherlight* (see page 22) and *Portal* (see page 32), both hit this June; a stand-alone *Magic* expansion is planned for October. *RoboRally: Crash & Burn*, an expansion for the popular *RoboRally* should be out in the fall. *The Great Dalmuti* will get a special holiday edition for Christmas.

—*InQuest* Staff

Show Me the Mana!

MAGIC L.A. Pro Tour Controversy



Do these people look like they're standing in line for a forfeit?

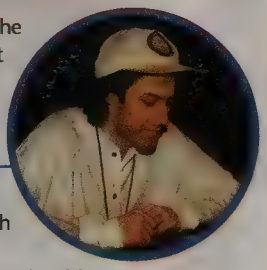
A forfeit in the finals cast a shadow on the third *Magic: The Gathering* Pro Tour of the 1996-97 season. For the first time in Pro Tour history, a finalist had to concede a match for rules violations. Tommi Hovi of Finland took home the $26,000 first prize, while David Mills of Charlottesville, Va., ended up with 2nd and $16,000. In the Juniors division, Jess Means of Columbus, Ohio, took first place and a $8,400 scholarship.

Mills had an unfortunate habit of casting his spells without first tapping mana. The judges cautioned him about this several times; finally, they told him if it happened again, it would be a warning. Mills made the same mistake another time and received an official warning. Thereafter Mills carefully controlled his playing style. Then came the fourth duel of the best 3-of-5 finals. Mills was leading Hovi two games to one, but he was having mana problems this game. Mills cast a Grave Servitude without tapping mana. Hovi was declared the winner, by forfeit, and the top judges went into seclusion with the tournament manager to figure out whether Mills would retain 2nd place or be disqualified completely.



Mills said afterwards that he hadn't realized complete disqualification was being considered. "I knew that if I got two warnings that was bad. I figured I'd lose the game. I read all the stuff they sent us beforehand, but you have to read carefully into it to realize what can happen," he said. "If it had occurred to me that I could have lost my place and the money I'd won so far, I would have immediately conceded the match once I received my first official warning, 'cause I figured I may well do it again."

When the forfeit was initially announced in the spectators area, it caused a huge uproar. Mark Justice, long-time pro player and 1995 U.S. national champion, jumped up and shouted about the unfairness, and others were similarly inflamed. Some players called it a "near riot." Meanwhile the judges, who knew nothing about what was going on outside, were conferring over just what should happen. After 15 minutes or so, they announced that Mills would receive a match loss and keep his finalist standing.



A "riot" was perhaps averted; the controversy, however, was not dead. As the news spread through word of mouth and the Internet, players' reactions were mixed. Many players thought that Mills had been shafted—that the penalty was far too severe for such a minor offense.

Equally many thought that he should have been disqualified completely—that the DCI was violating its own rules by not enforcing the strictest possible penalty. The decision not to disqualify Mills was not unprecedented. The day before, Justin Gary, a player in the Juniors division, had accumulated a 5-0 match record when it was discovered that his deck was mis-recorded. After removing the unlisted spell, he was left with a 39-card deck, so he was ejected. However, the judges conferred that evening and decided that Gary's match record would be allowed to stand; he ended up placing 13th in the Juniors.

Other than the ugly ending, the L.A. Pro Tour ran smoothly. Most of the players were happy with the "pod" format, especially with the change from last year's draft tournament where pairings were random, giving those who happened to draft at tables with weaker opponents a disproportionate advantage. This year, players were divided into "pods" of eight players for the draft, and then competed only against players in their own pod. After each three rounds of play, the players were rearranged based on their rankings.

The only widespread complaint concerned the "intentional draw" rule, which allowed players who won their first three matches to guarantee themselves advancement to the second day by simply taking draws for the next three.

—Beth Moursund

And the Winner is. . .

Tommi Hovi, age 17, from Kaarina, Finland
Deck color: Red/Green

	1 Flame Elemental
1 Armor of Thorns	1 Kaervek's Torch
1 Bull Elephant	1 Lightning Reflexes
1 Elven Cache	3 Raging Spirits
1 Feral Instinct	
1 Gibbering Hyenas	**MULTICOLOR**
1 Jungle Wurm	1 Jungle Troll
2 River Boas	
1 Village Elder	**LAND**
2 Wild Elephants	10 Forests
1 Worldly Tutor	1 Jungle Basin
	7 Mountains
1 Dwarven Vigilantes	1 Mountain Valley
1 Ekundu Cyclops	

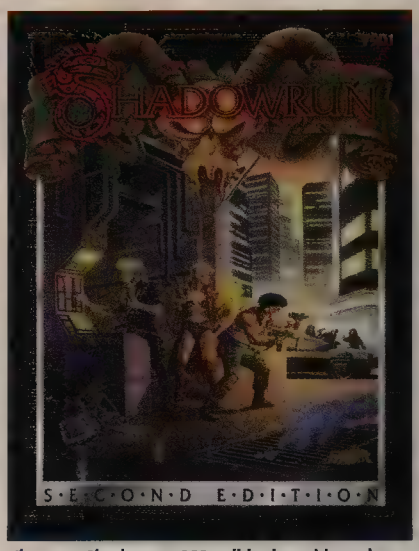
Photos courtesy of Wizards of the Coast

Shadowrun TCG Close To Finish Line

"The strong success of the *BattleTech* trading card game demonstrates that FASA's universes have very strong audience appeal and a loyal customer base," FASA president Jill Lucas told *InQuest*. "In the eight years of its existence, *Shadowrun* has built a strong following. That's why we will release a *Shadowrun* trading card game this August."

The *Shadowrun* TCG will be based on FASA's hugely popular role-playing game of the same name, which combines science fiction and fantasy to transport players to a world where magic, elves and dragons exist side-by-side with megacorporations, infinite cyberspace and futuristic weapons. The card game will be set in the urban sprawl of Seattle.

Runners, mercenaries who do society's dirty work, will be the focus of the TCG. Players will create shadowrunning teams of gang members, street samurai, mages and the like to accomplish missions like stealing research, extracting corporate VIPs, banishing evil spirits or hunting down dragons. Arrayed against them will be cards representing everything from guardian dragons to armored quick-response teams. "Short of cartoon superheroes, *Shadowrun* pretty much blends everything from the worlds of sci-fi and fantasy," according to Tara Gallagher, sales manager at FASA.



The new *Shadowrun* CCG will be based heavily on the RPG and its cyberpunk-ish runners

"This game is currently our highest priority," she said. Artists are already commissioned to work on the planned 350 card set, including Tim Bradstreet, Paul Bonner, Mark Tedin, Janet Aulisio and other big guns of the fantasy art world.

The starter packs will contain 70 cards (to ensure playability out of the box) and retail for approximately $9.50. Boosters packs will cost $2.95 and contain 15 cards. The first run will be a limited edition. "*Shadowrun* has a following in the RPG world similar to that of *BattleTech*, so we expect a big initial response," Gallagher said. "Fans won't be disappointed, this is a cool game."

—Tom Slizewski

ICE Rekindles Mayfair Games

On March 26, 1997, Iron Crown Enterprises (ICE) revealed it planned to acquire the entire line of Mayfair Games. Plans are for Mayfair to remain a stand-alone company with its own identity.

ICE currently publishes roleplaying games (*Rolemaster* and *Middle-earth Role-playing*), miniatures games (*Silent Death*), collectible dice games (*Dicemaster*) and collectible card games (*Middle-earth* CCG). It also plans an upcoming line of puzzles.

Mayfair has also published roleplaying games (*Underground, Chill*) and collectible card games (*SimCity, Fantasy Adventures*) but is better known for its non-collectible card games (*Family Business, Alibi*), mainstream board games (*Settlers of Catan, Myth Fortunes*) and strong emphasis on train games (*Empire Builder, Eurorails*).

Mayfair will immediately go forward with a third printing of its well-received translation of *Settlers of Catan*, Germany's game of the year in 1995. Look for more translations of German board games in the future.

According to Lou Rexing, director of sales under Mayfair's old management, "The key players for Mayfair are staying around in some capacity. Although the management philosophy will change, the original Mayfair team is still in place." By the original team, Rexing means himself, Darwin and Peter Bromley and Will Niebling. The four have been the guiding force behind the company for the past several years.

The management structure of the "new" Mayfair has yet to be determined. Both Darwin and Peter Bromley, the former owners of Mayfair, will be part of the team, although only in a design and development capacity; they will not be part of the company's management. Until a final decision on the restructuring is made, Mayfair will operate out of its current offices in Niles, Ill., just outside Chicago.

ICE immediately announced *Chill, Fantasy Adventures, SimCity* and *Underground* will be discontinued. In the future, Mayfair plans to concentrate on its traditional strengths: board games and non-collectible card games.

—Matt Forbeck

'97 *Star Wars* CCG World Championships

"Decipher will pay all expenses to fly the winners of its 40 regional qualifying rounds to Norfolk, Va., on December 5 to compete in the 1997 *Star Wars Customizable Card Game* World Championships," according to Matt Mariani, Decipher Inc.'s marketing director. "To be one of the elite 40, all you have to do is win one of the regionals being held throughout the summer and fall."

"The winner of the world championship will get an all-expense paid trip to a 'Star Wars'-related site," Mariani said. "Last year's winner just left for eight days in Tunisia to tour the sets where the desert and Tatooine scenes were filmed." Exactly where the next champ will go is being kept a secret.

Decipher has divided the world into 16 regions and each region will have at least two qualifying competitions; where the game is more popular, there will be additional qualifying rounds. For detailed info on all things related to the *Star Wars Customizable Card Game*, check out Decipher's web site at http://www.decipher.com

Specifics on the world championship qualifying rounds will be posted in mid-May. Right now, you can find player rankings, rules updates and an extensive list of local tournaments, both sanctioned and unsanctioned. You can search for your next victim by date or location. Listings provide all the information you need, including the name and contact numbers for the director.

—Tom Slizewski



NEWS BITES

Geez pal, you really oughta have that looked at.

• *Magic* ***Weatherlight*** **preview tournaments** will be held May 31 nationwide. The main tourney will be modified Swiss style; there will also be side single-elimination tournaments awarding *Weatherlight* cards as prizes. For the New York tournament, call Neutral Ground's Glen Friedman at (800) 852-2442 for information or registration. For information on local tournaments, call Wizards of the Coast customer service at (206) 624-0933.

Wizards of the Coast won't release new ***Vampire: The Eternal Struggle*** or ***Netrunner*** products unless market demand picks up. Ron Richardson, brand manager for those games and *BattleTech*, said that *V:TES* and *Netrunner* will still be sold and demonstrated by the company.

WotC is planning a service that will allow ***BattleTech*** players to register so they can find nearby enthusiasts. If all goes well, it may be extended to *V:TES* and *Netrunner*.

• ***Star Wars*** and ***Star Trek*** gamers can participate in a series of **sanctioned tournaments** May 9-11 at the Fairport Harbor House in Fairport, N.Y., a suburb of Rochester. Registration for Decipher's inaugural Exhibition Tournament Weekend is $10; to sign up, call Chaz Profitt of Crazy Egor's Game Shop at (716) 427-2190.

• Science fiction writer **George Alec Effinger** will provide the prologue for White Wolf's new science fiction role-playing game, *Aeon*, due in November. (See "*IQ* News: White Wolf Sci-Fi Times Two," *InQuest* #24, for more on *Aeon* and White Wolf's other science fiction RPG.) There were also indications that Effinger might write fiction in the *Aeon* universe.

• ***Princess Ryan's Star Marines*** features a daring rescue mission at the heart of the Dark Empire. Avalon Hill's latest board game will debut in May with a $55 price tag.

• If your copy of Chameleon Eclectic Entertainment's ***Babylon Project*** RPG featured smudged ink, e-mail info@blackeagle.com or call (800) 435-9930 to find out how to trade up for a defect-free copy.

• Chess champion **Garry Kasparov** and IBM supercomputer **Deep Blue** will duel again in May 1997. The winner of the six-game match in New York will receive $700,000; the loser, $400,000.

• The latest **"Star Wars" prequel scuttlebut** had Carrie Fisher meeting with George Lucas and revealing that in the first prequel a 14-year-old will play the character who eventually becomes Luke and Leia Skywalker's mother and that in the second film a 24-year-old will portray the same character. Also, Liam Neeson ("Schindler's List") has been rumored to play a Jedi in the first film.

There are also rumors that the **prequel novelization** will precede the film's premiere by nine months.

All three "Star Wars" **special editions** will reportedly be released on digital video disc, laser disc and standard video cassette this August.

"I wanted Han Solo to die at the end of 'Return of the Jedi,'" Harrison Ford recently **said** in an interview. "I thought it would give the movie weight and resonance. But George Lucas wasn't sympathetic. He didn't want me killed by those teddy bear guys."

• **John Rhys-Davies** will guest-star as a holographic simulation of Leonardo da Vinci in the **"Star Trek: Voyager"** season finale. Expect the Borg to figure in the episode.

The low-down is that **"Voyager" will undergo a major cast shake-up.**

"Star Trek" maestro **Rick Berman** has a new, exclusive development deal with Paramount for movie, television and other projects. Berman is currently developing a new "Next Generation" feature film.

• Pierce Brosnan returns as Agent 007 in **the next Bond film**, "Tomorrow Never Dies." Filming began April 1 with Jonathan Pryce ("Brazil," *Miss Saigon* and that luxury car pitchman) as a media mogul trying to boost ratings with a world war.

• **"Lost in Space"** has a new friend in flight: Matt LeBlanc, who will commute between New York and London until the "Friends" season wraps. LeBlanc replaces Sean Patrick Flannery as astronaut Don West; Gary Oldman and William Hurt are among the co-stars.

• Reports indicate that **"Millennium"** is set for a second season on Fox. Falling ratings have led to talk of a full-time partner for Lance Henriksen's character.

The future of "Millennium" and **"The X-Files"** are in doubt beyond the next season, however, because series creator Chris Carter has supposedly demanded a hefty raise.

• **"Species 2"** will feature star Natasha Henstridge and helmsman director Peter Medak from the original. Filming begins in June.

• Director Wes Craven and actors Neve Campbell and Liev Schreiber will return in the **sequel to "Scream."** Expect the follow-up as early as late 1997.

• Robert Rodriguez is developing the **prequel** and Quentin Tarantino the **sequel to "From Dusk Till Dawn."** The two films will be shot simultaneously later this year.

• **"The Father of Frankenstein,"** a film about the suicide of a horror movie director, will feature Ian McKellen ("Richard III") in the lead role.

Continued on page 19

'Babylon 5' Goes Miniature

The *Babylon 5 Wars Boxed Set* was released in mid-April by AOG, Inc. For $45, you get a hex map, 96 page rule book, dice, 12 pewter miniatures (three fighter craft each from the Human, Minbari, Centauri and Narn races) and counters to represent larger space ships and stations.

The game focuses on space combat in the "Babylon 5" universe. "The entire system has been built to fit the show," said Bruce Graw, president of AOG. The game uses an inertial movement system, so a ship can coast in one direction while facing and firing in another. The first miniature to be released that isn't included in the boxed set will likely be the Minbari WarCruiser ($7); AOG has plans to have miniatures available for every craft in the show, from the Minbari WhiteStar (at $6) to the Babylon 5 Station (at $18.50). All miniatures will be produced in Chicago by Bad Dog Design.

In addition to the basic set, AOG also plans to produce expansions dealing with the League of Non-Aligned Worlds, Earth Wars, the Narn-Cenaturi War and, of course, the Shadow Wars.

—Rick Moscatello

'Babylon 5' Explodes on to TNT

Starting in January 1998, "viewers can watch their favorite series as a community, rather than the fragmented viewing that syndication provides," exclaims Eric Frankel, executive VP of marketing for Warner Bros. Domestic Pay-TV, Cable and Network Features. That's when Turner Broadcasting becomes the new home of "Babylon 5."



Season Four cast of 'Babylon 5'

The story arc of "Babylon 5" kicks off with a new two-hour original film 'prequel' in January 1998. Titled *Babylon 5: The Beginning*, the movie portrays the events that led up to the creation of the station. The film will end where the current series starts.

Third Space is the second "Babylon 5" movie. It's a free-standing film involving characters in the current TV series that can stand alone without the show. Neither of the movies nor reruns (88 episodes) will air anywhere except on TNT after January '98.

—Ruth Morrison

Photo courtesy of Warner Bros.

Dune, *Rage* and *Deadlands* Linked to Five Rings

What do sandworms, werewolves and gunslingers have in common with samurai and spaceships? As of March's GAMA Trade Show, the collectible card and dice games that revolve around them will share a common home at Five Rings Publishing Group.

Five Rings, already known for the *Legend of the Five Rings* CCG from Alderac Entertainment, and their own *Star Trek: The Next Generation Customizable Dice Game*, announced that, in the coming year, they will also be producing Last Unicorn Games' *Dune: The Eye of the Storm* CCG, based on Frank Herbert's novels, and *Doomtown*, which is the tentative title of a card game designed by Alderac and based upon the *Deadlands* role-playing game from Pinnacle Entertainment.

In addition, Five Rings will also be taking on *Rage*, formerly the property of White Wolf Game Studio. Based on the popular *Werewolf: The Apocalypse* role-playing game, the CCG will be under the stewardship of Luke Peterschmidt, the designer of *Guardians* and *Dark Age: Feudal Lords*. He plans to maintain the game with guidance from its parent company.

Daniel Landers, a spokesman for Five Rings, said that the company is also working on obtaining licenses for two other games—one based upon a television property, the other on a movie license. "We take care of the business and production aspects, and let the game designers work on making the best games possible," Landers said.

—Jason Schneiderman

MAGIC UPDATES



Errata: Change "your hand" on Brood of Cockroaches to "owner's hand."

Errata: Change "basic lands" on Vision Charm to "the basic land type."

Clarification: Honorable Passage does not target the creature.

Clarification: Wirngo comes into play with the +1/+1 counters already on it.

Clarification: When Fork copies a spell, the copy resolves as soon as the Fork resolves instead of being added to the current batch of effects. The Fork itself can be interrupted or responded to, but the copy can't. After the copy resolves, the normal sequence continues and the original spell can be interrupted again.

Clarification: When you sacrifice Safe Haven, all its creatures come into play simultaneously. This affects creatures like Clone; if there's nothing it can copy, the Clone doesn't return to play. It can't copy something else returning simultaneously.

Clarification: When Word of Command resolves, the card you choose is played immediately instead of waiting until the rest of the batch resolves, even though it would normally be illegal to do anything at that time.

New Rulings & Clarifications:

If a creature "must attack," attacking once satisfies it. Casting Relentless Assault will not force the creature to attack a second time. If a creature has a cost to attack, paying the cost once allows the creature to attack for the rest of the turn. Abilities that trigger on an attack or block can trigger on each attack. For example, if Marton Stromgald attacks a second time, creatures that attack with him will get a second bonus. Forking your opponent's Relentless Assault does nothing, since you can't attack during your opponent's turn.

When you cast a spell, it stays in your hand until all costs are paid and targets chosen. However, it doesn't count as a card in your hand for those costs and targets.

—Beth Moursund

NEWS BITES

Continued from page 18

• R.L. Stine is developing his **"Fear Street"** children's horror books into a comedic **television series**. New "Fear Street" books will probably accompany the show's debut in 1998 or 1999.

• **Antonio Banderas will appear** in "The Sparrow." The futuristic thriller is based on Mary Doria Russell's tale of a Jesuit linguist, the sole survivor of a secret interplanetary expedition who discovers alien life.

• *Dilbert* cartoonist Scott Adams isn't just a **"Babylon 5"** fan—he's also a guest star. In the episode airing the week of May 19, Adams has a cameo as Mr. Adams, who wants Garibaldi to search for his lost dog.

Netter Digital Entertainment, the producers of "Babylon 5," will produce a new science fiction TV series called **"Railrunners."** The syndicated show will debut in fall 1998 and features freedom fighters in a futuristic Jules Verne-type world with steam driven technology.

• "Independence Day" team Dean Devlin and Roland Emmerich have already signed Jennifer Aniston and Matthew Broderick to their **"Godzilla"** film. Hank Azaria ("The Birdcage," "Mad About You") was thought to be close to joining the flick.

• Tinseltown is developing two L. Ron Hubbard books. John Travolta, a follower of the Scientology religion founded by Hubbard, is working on ***Battlefield Earth*** while the producers of "Phenomenon" are going *To the Stars*.

• HBO's 13 episode miniseries **"From the Earth to the Moon"** will have Tim Daly ("Wings") as Jim Lovell, played by Tom Hanks in the "Apollo 13" movie. Hanks, the series' executive producer, has signed Frank Marshall and several other directors.

• **"The Cape"** couldn't escape the February sweeps. Poor ratings led to cancellation of the second season.

• **Sean Connery may star** as the villain with Ralph Fiennes ("Strange Days," "The English Patient") as Jonathan Steed and Uma Thurman as Emma Peel in Warner Bros.' ***Avengers* movie**.

• **Nick Fury, Agent of S.H.I.E.L.D.** will have a special beach glow in Fox's TV movie. That's because **David Hasselhoff** has reportedly signed up for the part. Rod Hardy ("Robinson Crusoe," "Buffalo Girls") will direct.

• ***Spider-Man* movie** rights were snapped up by MGM, an online report stated. It wasn't clear if director James Cameron would remain attached to the film.

• Rob Zombie, meet **The Crow**. The lead singer of White Zombie is reportedly writing and directing the feathered zombie's third feature film.

• Director Tim Burton (**"Batman"** and its first sequel) is said to be contemplating a live-action **"Scooby Doo"** feature.

• JEDI lives on for "Star Wars" special effects are **Industrial Light & Magic** and computer creator Silicon Graphics. A recent agreement extended the alliance between the two, which together created the tornadoes of "Twister," Draco of "Dragonheart" and Jabba the Hutt of the "Star Wars" special edition.

• In May White Wolf offers a children's book from a man credited for elevating comics to an adult level. **Neil Gaiman** wrote and Dave McKean illustrated and designed *The Day I Swapped My Dad for Two Goldfish*. The hardcover will sell for $22.

• **Clive Barker, Joe R. Lansdale and Whitley Strieber** are among the contributors to ***Millennium***, a series of apocalyptic tales set in each decade of the 20th century. HarperCollins will release the $24 hardcover in May (352 pages).

***Eternity Road* by Jack McDevitt** may be set in *Millennium*'s aftermath. This journey through a dying world is due in May from HarperCollins ($22, 272 pages).

• The latest Del Rey releases include *The Demon Awakens*, the first book of **R.A. Salvatore's new series *Star Wars Diplomatic Corps Entrance Exam*** by Kristine Kathryn Rusch. *The Thousand Cities* by **Harry Turtledove**, ***Tarzan: The Lost Adventure*** by Edgar Rice Burroughs and Joe Lansdale, and *Mind Matters: Exploring the World of Artificial Intelligence*, a nonfiction offering from James P. Hogan.

Other current releases are **Allen Cole's *Wizard of the Winds*, Phillip Pullman's *The Golden Compass*** and three by **David Gemmell**: *Ghost King*, *The Last Sword of Power* and *Wolf in Shadow*.

Del Rey is also offering paperback reissues of Larry Niven's ***Ringworld Throne***, Burroughs' ***Tarzan and the Golden Lion* & *Tarzan and the Ant Men***, Allen Cole's *The Warrior Returns* and Harry Turtledove's *Guns of the South*.

• J.R.R. Tolkien, C.S. Lewis, Asso, Thin Lizzy **illustrations** for those writers and rock 'n' roll bands all appear in *Countdown to Millennium* **by Rodney Matthews**. Nigel Suckling provides commentary. The 144-page Overlook paperback, out in May, will cost $23.

• Mick Mercer's ***Hex Files: The Goth Bible*** "is a five-continent survey of ... how to plug into the Goth scene worldwide," according to publisher Penguin/Overlook. The paperback, due in May, runs 240 pages and costs $24.

• Two new **"Star Wars" books** are due from Bantam Doubleday Dell in May. *The Paradise Snare*, part of A.C. Crispin's "Han Solo Trilogy," is for adults; *The Nightmare Machine* is for young readers.

• Young readers can chill to the words of **"The X-Files"** thanks to HarperCollins' new series of TV episode adaptations. A $4.50 book will be released each month through next January, starting with *The Colusari* in May.

ELECTRONIC IQ news

VIDEO GAMES, CD-ROMS, JUNK LIKE THAT

Star Wars Meets Doom

Jedi Knight (PC: May, $55) marks LucasArts' return to the first-person shooter-game genre. Their first attempt, *Dark Forces* (PC: 1995, $40), was a fine game, but lacked the multiplayer option that you just gotta have to make it in the net gaming world of today. *Jedi* is set in the "Star Wars" universe, but you won't see any of the characters from the movies: the weaponry—from thermal detonators to lightsabers—will be familiar enough. In addition to collecting fun toys, players get to develop their Force powers, and eventually choose whether to go with the light or the dark side.

Balls of Steel (PC: May, $40) is GT Interactive's foray into pinball action. As one might expect from a company that distributes such entertainingly violent games as *Doom* and *Duke Nukem*, the tables in this game aren't for the faint of heart—when you hit a target in *Balls of Steel* it doesn't just pop down, it falls in a spurt of blood.

Dominion from 7th Level (PC: May, $60) is the latest, and possibly best, of the *Command and Conquer* clones. Yes, there isn't much original in building a base and protecting it with autocannons instead of C&C turrets, but the rest of the equipment in the game is new, from gliding hovercrafts to humanoid mechs. With slick graphics, cool sound and smooth net play, this game might blow C&C off a few hard drives.



LucasArts' *Jedi Knight*

News: Accolade signed a multiyear agreement with Electronic Arts to let EA exclusively distribute rights to all new Accolade titles, in return for a financial investment from EA. Accolade's most popular games include *Test Drive, Deadlock, Star Control,* and *Jack Nicklaus Golf.* Accolade made this move to increase the products it can make available via its distribution infrastructure... Jay Wilbur, former CEO of **id Software**, which sold rights to its most popular games (*Doom* and *Quake*) to GT Interactive, has moved to Epic Megagames. Much like id, Epic got its start distributing shareware games, with its big hit being *Epic Pinball.* Wilbur's official title at Epic is, no joke, "Imperial Advisor"; Epic hopes to capitalize on his experience with their new releases, which they hope to be as groundbreaking as *Doom*... **Blizzard Entertainment** announced they expect a holiday 1997 release for *Warcraft Adventures: Lord of the Clans,* which will pick up where *Warcraft II: Beyond the Dark Portal* left off. The game will come out in Win95 and Mac formats for around $50.

—Rick Moscatello

Dragon Dice ™ & © 1st Starfleet Academy ™ & © Paramount Pictures

PLUGGED IN

Steve's Site

The team responsible for Steve Jackson Games' web site (at http://www.io.com/sjgames/), hasn't rested on its laurels. This site has been evolving for a long time and strikes a careful blend of simplicity (for the newbies) and paranoia (for the Illuminati). We've always admired that the Steve Jackson folks have supported their fans by allowing them to help expand the breadth of this site. There are some great variations listed for their games that will make your own playing experience a little weirder.

Roles Online

Now that *InQuest* covers more RPGs than ever before, we've started trying to track down good RPG internet indexes. One great starting point was the Role-Playing Games Internet Resource Guide at http://www.common.net/~shadow/rpg_index/index.html. It ain't pretty, but it sure offers lots of cool links with logical categories.

Magic On CompuServe

It's official. Wizards of the Coast has set up shop on CompuServe. The new forum caters mainly to *Magic* players with a spectrum of downloadable files including spoilers. Plus, *Duelist* readers can tap into special articles found only online. To visit the official forum on CompuServe, Go: Wizforum.

—Buddy Scalera (WizardTGTC@aol.com)

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck



NAME: **The Corporate Shuffle**
PUBLISHER: Wizards of the Coast
SET SIZE: 60 cards
RELEASE: May
PACKAGING: Boxed set
SUGGESTED RETAIL: $11.95

™ & © Wizards of the Coast and United Media

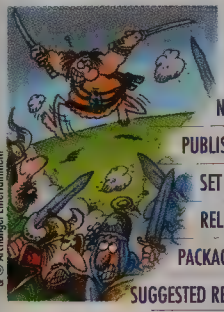
Here's the Deal: Richard Garfield's non-collectible card game *The Great Dalmuti* gets a facelift and a built-in sense of humor. This edition is set in the world of modern corporate ineptitude, and who better to grace the cards than the cast from *Dilbert*, the popular daily comic strip by Scott Adams? Jockey for position in the corporate power structure and do your best to take down your friends and have a great time doing it. Or pray you get the Dogbert card so you can force a corporate takeover attempt!



NAME: **Galactic Empires Player's Guide**
PUBLISHER: Companion Games
SIZE: Over 200 pages
RELEASE: May
PACKAGING: 100-page softcover, three-hole punched
SUGGESTED RETAIL: $19.95

™ & © Companion Games

Here's the Deal: It's been a while in the making, but it's finally here. This complete guide for *Galactic Empires* covers all the empires and cards made up through and including the *Realms of the Ancients* set (also released this month). The book details the background behind each empire, including their history, peoples, weapons, allies and enemies, and it even includes a pronunciation guide. There's also a complete checklist for all the cards, tactical advice for each empire and sample deck designs.



NAME: **Groo: The Game**
PUBLISHER: Archangel Entertainment
SET SIZE: 100 cards and seven dice
RELEASE: May
PACKAGING: Boxed set
SUGGESTED RETAIL: $16.95

™ & © Archangel Entertainment

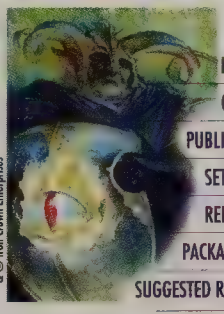
Here's the Deal: Based directly on the humorous adventures of the most bungling barbarian to ever have his own comic book, *Groo: The Game* pits two to six players against each other in a struggle to each build their own town and army. The way to win is to keep Groo as far away from you as possible because, just like in the comics, the wandering warrior sows chaos wherever he goes. The cards feature 100 all-new illustrations by Sergio Aragonés, making this a must for Groo fans everywhere.



NAME: **Legends**
GAME: *WildStorms*
PUBLISHER: WildStorm Productions
SET SIZE: Over 280 cards
RELEASE: May
PACKAGING: 15-card boosters
SUGGESTED RETAIL: $2.75 per booster

™ & © WildStorm Productions

Here's the Deal: The third expansion for the *WildStorms* CCG introduces five new card types and a whole new game that you can play with the character cards from original sets. (You can also use the hero cards from *Legends* in your regular *WildStorms* games.) The new rules come packed in displays, or you can write WildStorm Productions (888 Prospect Street, Suite 240, La Jolla, CA 92037) to get them for free. *Legends* can be played solo—it's foremost a solitaire game—or multiplayer, both competitively and cooperatively.



NAME: **The Lidless Eye**
GAME: *Middle-earth: The Wizards*
PUBLISHER: I.C.E.
SET SIZE: Over 400 cards
RELEASE: May
PACKAGING: 76-card starters; 15-card boosters
SUGGESTED RETAIL: $9.95 per starter; $2.95 per booster

™ & © Iron Crown Enterprises

Here's the Deal: This new stand-alone set shows the world of J.R.R. Tolkien's *Middle-earth* from the point of view of Sauron, the master of evil. You play one of the nine Nazgûl instead of an Istari and try to bring evil to the land. You can play Nazgûl vs. Nazgûl or even mix it up with the Wizards. Each starter deck comes with one of five different sets of 24 fixed cards, and the boxes have cut-out windows so you can tell them apart.



NAME: **Realms of the Ancients**
GAME: *Galactic Empires*
PUBLISHER: Companion Games
SET SIZE: 258 cards
RELEASE: May
PACKAGING: 5-card boosters
SUGGESTED RETAIL: 99¢ per booster

™ & © Companion Games

Here's the Deal: After millennia that have turned their very existence into a myth, the Ancients have finally returned to the known portion of the galaxy, bringing their legendary technology with them (which takes the form of an entirely new type of card). Followers of the game will remember the scouts of these mysterious powers. The secrets behind them are revealed in this latest expansion for *Galactic Empires*.

WEATH FOR



by the *InQuest* staff

FORECAST

SCANNING THE HORIZON FOR THE TRUTH ABOUT THE NEXT *MAGIC* EXPANSION, *WEATHERLIGHT*

Once upon a time...there was a reluctant young hero on whose shoulders rested the fate of the entire universe. A monumental evil that threatened to cast its shadow over the whole world. A great flying ship with a noble captain and a devoted crew. And a quest for the magic that would set things right again.

What story is this? "Star Wars"? "The Lord of the Rings"? The continuing adventures of the starship *Enterprise* or Knights of the Round Table?

How about the next expansion for *Magic: The Gathering*?

"In the past," said *Magic* designer Mark Rosewater, "stories were told set by set, in the background. We wanted an on-going story, as epic as the game, with a group of characters connected to the *Magic* universe. We wanted to make our own legend."

Weatherlight, the second expansion for *Mirage*, is the beginning of an ongoing story that will be carried through the next stand-alone set and possibly continue for years to come. In it, players of *Magic* will get to revisit familiar locales, face new dangers and discover long-unrevealed details about the world of Dominaria. They'll also find cards that will let them take advantage of one of the most over-looked resources in the game, the graveyard, as well as explore areas left untouched since the days of the Unlimited edition. All this and another Atog, too. Interested? Then climb on board the Weatherlight and hang on for one heck of a ride.

THE LOWDOWN

NAME: *Weatherlight*
GAME: *Magic: The Gathering*
DESIGNERS: Dan Cervelli, William Jockusch, Joel Mick, Bill Rose, Teeuwyn
SET SIZE: Approximately 167 cards
RELEASE DATE: June 1997
PACKAGING: 15-card booster packs
SUGGESTED RETAIL: $2.95



Morinfen by Carl Critchlow

A LONG, LONG TIME AGO...

Weatherlight's intricate tale begins, as such tales often do, with an orphan, in this case a young boy named Gerrard. As a baby, Gerrard was sent away to live among the war clans in Jaamura—the jungle continent that was the setting for *Mirage*—and raised by Sidar Kondo, a military leader of some renown. Under the Sidar's tutelage, Gerrard grew to be a fine young man.

And it's a good thing, too, because Gerrard is no ordinary child. It's his destiny, you see, to find and eventually defeat the Lord of the Wastes, the embodiment of corruption and evil who dwells on the shadowy plane of Rath. To help him in this duty, he is the just inheritor of "the Legacy," a collection of artifacts necessary to overthrow the dark lord.

Part of this legacy is Karn, a silver golem and Gerrard's protector since infancy. A large number of the Legacy's treasures are contained within the breast of this golem, waiting for Gerrard to come of age and use them. Unfortunately, Karn gets deactivated and the treasures stolen and dispersed.

By whom? Why, by the villain of this tale, Darth Vader to the Lord of the Wastes' Emperor Palpatine...Volrath. It's his duty to stop Gerrard at all costs, and keeping Gerrard from the tools of victory is an easy way to assure he stays powerless.

This does not sit well with Captain Sisay, heroine of the war against Kaervek and commander of the Weatherlight. (You knew we'd get to it, eventually.) The Weatherlight is a great flying ship being kept in trust by Sisay until Gerrard is ready to take his place at the helm. She's anxious for Gerrard to take up his duties. Gerrard, on the other hand, has things on his mind other than saving the world.

When Sisay finds Gerrard, she tells him about the collection of magical items that she's hunting down (not mentioning their true purpose) and invites him and his fellow students to join her. Once on board, he learns to deal with the motley crew: Tahngarth (the minotaur champion), Hanna (the artificer and love interest), Orim (the healer) and Squee (the goblin cabin boy, named after the great goblin hero immortalized in the flavor text of Relentless Assault). Together they travel across the hazardous plane of Dominaria, guided by the Thran Tome, a book capable of locating the missing artifacts.

Of course the minions of Volrath are constantly on the heels of our heroes. After a ferocious ambush leaves one of Gerrard's companions dead, Sisay is forced to tell him the truth about their quest. Outraged, Gerrard leaves the ship. The Weatherlight continues its search for the artifacts of the Legacy in hope that, one day, Gerrard will return.

But the plot thickens: While in search

Rumored to be one of the power cards in *Weatherlight*, Doomsday will allow you to stack your deck, using cards from your library and graveyard...

a potent artifact called the Null Rod, Sisay runs across Starke, a weasely denizen of the land of Bogardan. He promises Sisay the Rod but betrays her and delivers our heroine into the clutches of Volrath, where her fate is uncertain. Her loyal crew wants her back and that means finding their leader of destiny—Gerrard.

Meanwhile, Gerrard has joined the army of Benalia, to forget about his responsibilities and lose himself in the life of a soldier. While there, he joins up with an older soldier named Pol Cordel, who convinces Gerrard to take up the burden he was born for.

Here's where things get complicated (as if they weren't already). To rescue Sisay, they'll need both a capable sorcerer to cast the spell to cross the planes and a resident of Rath to guide them. Hanna suggests her father, the wizard Barrin, who lives on the legendary isle of Tolaria. He's powerful indeed, but too busy. He sends Ertai, his cocky apprentice, in his stead.

Now, they need a native of Rath. Gerrard tells the crew of a strange nobleman in the city of Urborg who knows something of Rath. The noble, Crovax, offers to join in the quest and lead them to the one Rath native he knows—Starke, the guy who betrayed Sisay in the first place! The crew of the Weatherlight sails back to Bogardan to find Starke and pry Sisay's location out of him, but standing in their way is Maraxus, a former Keldon Warlord. Will the crew defeat Maraxus and reach the plane of Rath? Only time (and the cards) will tell.

GATHERING CLOUDS

Ideas for *Weatherlight* began to form in August of 1996 when Rosewater and Michael Ryan, a former editor for *Magic*, decided they wanted to do something big. Myth making was right up the alley of these two designers; Ryan was an author of short stories, while Rosewater was a former scriptwriter in Hollywood. Together, they explored various modern and historical legends, particularly the "Star Wars" series and the tales of Camelot. They then put together the skeleton of the *Weatherlight* story: the classic tale of the reluctant hero, given a *Magic* twist.

To put some meat on those bones, the set's designers tried to ensure that the story wouldn't be merely tacked onto the cards, but a vital part of the set. As a result, you'll see plenty of "possessive" cards, like Gerrard's Wisdom or Ertai's Familiar, to make these names as familiar as Urza's or Mishra's. On the other end, they've also brought established elements of the game into new cards, cementing them as part of Magic's continuity. Look for cards like Benalish Missionary, Llanowar Sentinel, Tolarian Serpent and the long-speculated-but-never-seen Southern Paladin.

So, how do you tell a story like this? Well, to maintain a consistent tone for the characters, each role in the *Weatherlight* saga has his or her flavor text scripted by a single author. Some of the names will be familiar to *Magic* players: Karn's and Ertai's dialogue will be written by Rosewater, while Crovax's voice is provided by *Magic* artist Pete Venters.



If the Thundermare is anything like its *Portal* counterpart, hold on to your hats—for a cost of R5, it's a 5/5 creature unaffected by summoning sickness which taps all other creatures when it comes into play.

And, since we're speaking of artists, let's get to what art director Jane Eulander says "immediately solidifies the story line"—the artwork. What makes the art in *Weatherlight* unique is that the heroes and villains of the set are actually depicted on the cards, not just mentioned in the text box. "While either the art or the story may be strong enough to stand alone," says Eulander, "art is what will make the expansion initially appealing and ultimately serve to represent *Weatherlight* to the players."

THUNDER AND LIGHTNING

All well and good for those who enjoy the background, but what of the cards themselves? Dan Cervelli, another of *Weatherlight's* designers, says that the goal of the design team was to further explore the possibilities of the graveyard, which had formerly been thought of as a dumping ground for wasted cards. "More than 20 cards in the new set will be devoted to cards going in and out of the graveyard."

Such as? Well, how about Flux? A blue sorcery for U2, Flux lets each player discard as many cards as they want from their hand, drawing a card for each discarded one. (The caster then gets to draw an additional card, making the spell a "cantrip.") Cervelli says that cards like this are typical of blue's role in the set: It gets the ability to place cards directly in the graveyard, rather than waiting until the discard phase.

Black, on the other hand, continues to be the best at manipulating cards that are already in the graveyard. Take the card known as Doomsday, rumored to be one of the power cards in the set. It'll allow you to stack your deck, using cards from your library and graveyard...for a price, that is. And then, of course, there's the Necrotog. This hungry critter dines on cards in the graveyard to gain its bonus.

Green and white continue to play out their old relationships with discarded cards: Green gets to pull cards back for later use (like Elven Cache) or filter them on the way to your hand (like Sylvan Library), while white's emphasis on healing and protection manifests in cards that refuse to stay in the graveyard (there's one white creature that has a built-in Resurrection, for example). Red, on the

other hand, doesn't have much to do with the graveyard in this set, except for its old role of putting your opponent's creatures into it as fast as possible.

Aside from all this grave robbing, what else will you find on board the Weatherlight?

- *Ice Age* standards like cumulative upkeep. "Formerly, cumulative upkeep was always thought of as a penalty. In this set, it can sometimes be a benefit. There's one card [with an upkeep] that says 'Pay one mana and gain one life.' There's another with CU: Draw a card."
- Cheap creatures with high power and toughness (like the monster for GG4 that's a whopping 9/9) but significant drawbacks.
- Global effects. A favorite card type of the set's designers are those that affect all players equally. In particular, there's a subset of cards that will give an ability to all creatures in play.
- Better local enchantments. The problem with most local enchantments is that, if the creature or artifact they're attached to is destroyed, you've just lost two cards to your opponent's one. The designers of *Weatherlight* feel your pain; they have a bunch of new enchantments that, like Carapace in *Homelands*, can be sacrificed for a beneficial effect should they be graveyard bound.



Pendrell Mist by Andrew Robinson

Surprisingly, though, there are no multicolored cards in *Weatherlight*. Why? According to the designers, multicolored cards are often passed over in sealed deck play because, unless you get lucky, you won't be able to use them. In constructed, they tend to become the backbone of a deck designed to support them, which can be very constraining. Finally, they require more help with flavor to fit into the story.

In the end, around 70 percent of the cards designed for *Weatherlight* managed to make it into the expansion. Those that didn't were rejected mainly for reasons of color or play balance. One such card was The Mulchpile, an instant for G1 that allowed a player to remove the top three cards of a target player's graveyard in order to draw a card. This one was axed for two reasons: First, green's deck manipulation has always been in card-filtering than card-drawing; second, it's a no-no to use another player's graveyard as a resource like that.



CLEAR SKIES AHEAD

So, what's the next part of the story? The crew's adventures continue this fall, with a standalone presently codenamed *Boghavati*. The designers say the entire set takes place in Rath, and that flankers and phasers will be few. Since most of the sequel currently exists only in the minds of its designers, it's impossible to say where exactly the plotline will go, but with its heart and soul based on some of the most loved stories of mankind, it's a good bet it won't go wrong.

The InQuest staff is lobbying WotC to title the follow-up expansion Weatherlight II: The Rath of Karn. Reporting by Jason Schneiderman.

WEATHER-HIGH-LIGHTS

Concrete details about an upcoming expansion are as valuable as Atog teeth, and just as difficult to get. After some painstaking research, we've gathered some hard-core facts and the tastiest rumors and compiled them here. Although some of the attributions are speculated, all the information is straight from Wizards of the Coast. Dive in.

CARDS IN SET:

Aberoth: A large green creature made of dirt. Our guess for that big 9/9'er.

Avizoa: Not just a flying squid from Tolaria. It's a 2/2 flyer for U3...but, if you skip your next untap phase, you can boost it to 4/4. Like the Chronatog, though, you can do this trick only once a turn.

Doomsday: A black sorcery that allows you to place up to five cards from your library or graveyard atop your library. There's a drawback—like the removal of your entire library other than those five cards—but nothing's confirmed yet.

Flux: A sorcery for U2 that allows each player to discard as many cards as they wish, drawing a card for each discarded one. The caster then draws an additional card.

Gallowbraid: A big, black legend that, according to designer Dan Cervelli, "interacts with Morinfen." What would you bet that it's the card with CU: Pay one mana and gain one life?

Goblin Bomb: An enchantment for R1 that can do 20 damage to target player. Cervelli says that "it'll appeal to the same players who like the Phyrexian Dreadnought."

Lotus Vale: A land capable of producing three mana of any color. You can bet there'll be a drawback, probably a sacrifice.

Maraxus of Keld: A big red legend with an ability related to the Chaos Moon.

Mistmoon Griffin: A white 2/2 flyer with some special ability.

Morinfen: A 5/4 flying legend for BB3. The catch? Its cumulative upkeep: pay one life.

Necrotog: The set's black Atog. If it goes according to type, it'll be a 1/2 that gains a bonus from devouring. In this case, it's graveyard cards that it dines upon.

Null Rod: A mini-Cursed Totem. For two mana, this artifact prevents the use of any artifact ability with an activation cost.

Thran Tome: Artifact that costs four. For five and tap, you reveal the top three cards of your library to target opponent. That opponent chooses one of those cards to get buried—you draw the other two.

More Hints:

- A 3/3 creature for G. Actually, there's a couple of 3/3 for-one-mana creatures.
- An artifact with a new version of the Jade Statue's ability.
- A black card with an ability similar to Necropotence.
- A new version of the D'Avenant Archer.
- At least one other land besides the Lotus Vale that can give any color of mana.
- A white card with a military theme that duplicates the effect of the Two-Headed Giant of Foriys.
- A white card with a built-in Resurrection.
- A variation on the Elkin Bottle called the Bosium Strip.

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The Roving Eye by
Donato Giancola

EYE OPENER

Middle-earth: The Wizard's latest expansion set, *The Lidless Eye*, brings you to the dark side of Tolkien's universe...where you can play Sauron himself

"Come not between the Nazgûl and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shrivelled mind be left naked to the Lidless Eye."

—J.R.R. TOLKIEN, RETURN OF THE KING

So you wanna be a Nazgûl? Well, first things first, let's get this straight—J.R.R. Tolkien's "The Lord of the Rings" is an epic tale of good over evil, of heroes and noble accomplishments. From the re-unification of the people of Gondor to the destruction of the dreaded One Ring, the forces of good prevail in Tolkien's universe. The original *Middle-earth: The Wizards* card set carried on this tradition—so did the expansions *The Dragons* and *Dark Minions*—since all players are working towards the same goal: the destruction of the evil lord Sauron. The good guys always come out on top. However, the story doesn't always have to end that way...

THE BLACK GATE OPENS

Previously the closest you could get to playing the bad guys in Middle-earth was filling your deck with Orc-hazards and sending agents of Sauron around the map to mess with your opponent's characters. *Lidless Eye*, the game's first stand-alone expansion, opens up a whole new realm of possibilities.

In *Lidless Eye* you assume the role of a Nazgûl, one of the nine lieutenants of the evil Sauron. Instead of heroes and halflings, your companies' minions are culled from renegade elves, corrupt dúnadain, bloodthirsty orcs and battlelusty trolls.

Your goal? Convince Sauron that you are the best ringwraith for the job of crushing the free people. No longer are you the hero looking to bring the light of day upon the land; you are the enemy, and your ultimate goal is the conquest of those who would oppose your lord.

VITAL STATS

NAME: *The Lidless Eye*
GAME: *Middle-earth: The Wizards*
PUBLISHER: Iron Crown Enterprises
DESIGNERS: Coleman Charlton and Mike Reynolds
GENRE: Fantasy
SET SIZE: 417 cards
RELEASE: May 1997
PACKAGING: 76-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $8.95 per starter; $2.95 per booster

By The *InQuest* staff

EYE CATCHERS

The cards to look out for

The Lidless Eye. Forget about the Nazgûl if you bring this resource permanent-event into play, you are Sauron. The Dark Lord doesn't like to travel, but +10 general influence, an increased hand-size and a powerful scrying ability more than make up for his reclusive lifestyle.

Elf-lord Revealed in Wrath. You don't want to piss off a powerful elf, especially when that elf has a prowess of 15, a body of 9 and can be played keyed to double wilderness.

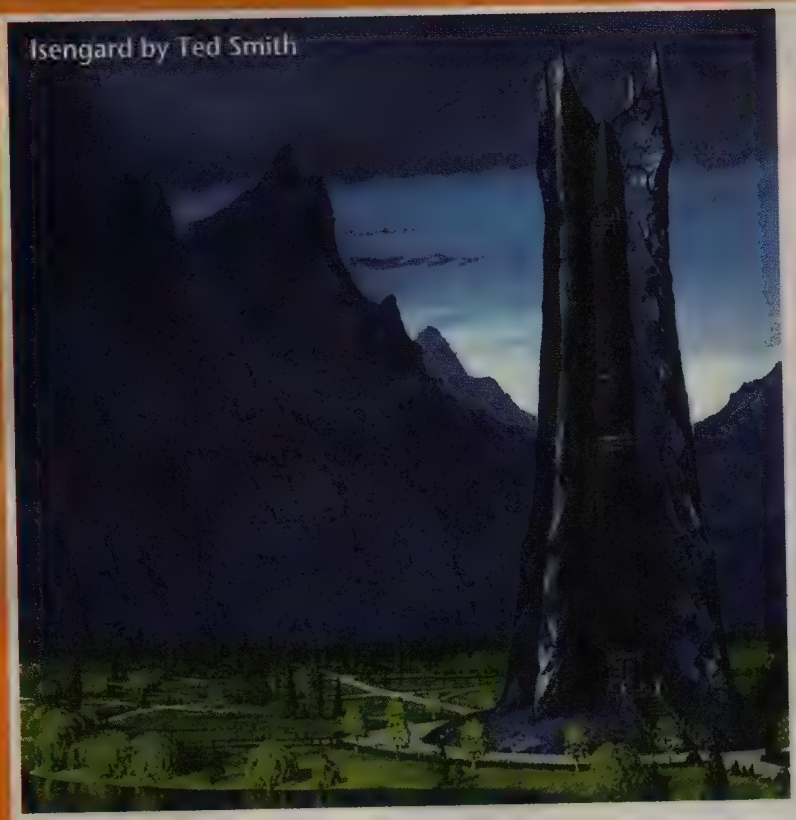
Nazgul Unleashed cards. This is a subset of nine cards, one for each of the ringwraiths. Each of these resource cards is a powerful short-event. For example, Adûnaphel Unleashed allows you to choose the target of an attack by Adûnaphel and increase the resulting body check by +2!

The Mouth. He's a 6/8 warrior/diplomat with four direct influence and +2 direct influence against any faction. Pretty good, huh? On top of that, how about he gets to tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle? Yowsers!

Black Rain. How'd you like to test for a gold ring without needing to have a gold ring item? With Black Rain you can. All you need is a sage, a ruins & lairs and a little bit of luck.

No More Nonsense. One of several cool leader resource cards, this resource permanent-event lets a leader and a character in his party go at each other head-to-head. If the leader wins, he gets +2 direct influence and removes all permanent-events from the loser. If he loses, he gets -2 direct influence. (No one respects a weak leader.)

Kill All But Not The Halflings. At five marshalling points, this resource permanent-event is among the most lucrative in the set. All you have to do is take a quick trip into Bag End and lug it back to Barad-dûr. But beware...those hobbits are tough fighters!


Isengard by Ted Smith

THE LAND OF SHADOW

Lidless Eye is more than just another expansion for *Middle-earth*. It expands the scope of the world Tolkien fans have come to know and love, giving players a chance to look at things from a darker point of view. Co-designer Mike Reynolds is excited about the set. "It's cool because now you have an opportunity, through a card game, to explore the feel of actually being a member of the bad guys. There's a lot more of an evil attitude..." This "attitude" is present in both existing aspects of the game and the new additions of the expansion.

Sites. Most of the sites have been redone to appear from the "bad guy" point of view. Instead of havens like Lórien and Rivendell, your minions find respite within the gates of Dol Guldur and Minas Morgul. In the original *Middle-earth: The Wizards*, Bag End is a friendly place to stop and perhaps pick up an ally; in *Lidless Eye* it's one of the most dangerous places your minions can visit, but it's a good place to find powerful magical items and rings.

Characters. The wizard cards are replaced by Nazgûl, powerful characters that can only travel alone or with other Nazgûl. To serve your Nazgûl's bidding, there are over 40 brand-new minion cards (the *Lidless Eye* equivalent of characters), including such popular bad guys as Gothmog, Gorbag and Shagrat. There are also numerous men and dúnadain, and a few elves and dwarves, but these more "civilized" races will not travel in the same company as an orc or troll (and vise versa).

Magic. Assembling bands of evil minions is just the beginning of *Lidless Eye*'s unwholesome fun. All of the Nazgûl and a few of the minions can use one or more of three forms of dark magic—sorcery, spirit-magic and shadow-magic. Many of the abilities granted by previous sets' wizard spells are revisited with the dark-magic resource cards, but there are also several new twists. For example, Gold Chains in the Wind is a shadow-magic card that allows the caster to create an undead ally to face an attack against his company, and Freeze the Flesh Off You allows a minion to bring a deceased companion back to life.

Marshalling Points. One of the primary marshalling point strategies in *Lidless Eye* revolves around finding and testing various gold rings. There are several new ring special items in *Lidless Eye*, including the very potent spirit rings, which lower the bearer's mind attribute. But as you're hunting for interesting trinkets, don't forget Sauron's ultimate goal—to find the One Ring. If one of your minions is lucky enough to stumble across the prize of Middle-earth, you can win the game by having it brought back to Barad-dûr...if your minion doesn't run away with it first. That's right, even Sauron's minions are subject to corruption. True, it is more difficult to lose evil minions to corruption (since they are already somewhat corrupt to begin with and the fear of Sauron keeps them in line), but it's not impossible. The dark minions are subject to the same temptations the heroes must overcome.

Factions. There are also numerous factions in *Lidless Eye*, including dark versions of the Southrons and Easterlings and many orc-, troll- and warg-factions. If your minions are feeling particularly brave, they can venture to the Lonely Mountain and recruit the aid of Smaug. The risk is great, but if your minions are successful, you can add a powerful ally to your side.

THROUGH THE EYE OF SAURON

Exceptional artwork has been one of the game's strongest qualities, and *Lidless Eye* is no exception. Over 80 artists combined to produce over 400 all-new pieces of art. There are plenty of pieces from fan favorites such as John Howe, Ted Nasmith, Angus McBride, Quinton Hoover and Rob Alexander, and there are several new faces as well. About half of the artists are new; the ranks include such prevelant names as Stephen Walsh and Alan Lee, a renowned Tolkien illustrator who agreed to share some of his paintings with the game.

According to assistant art director Jason Hawkins, the focus for the set in general was different from previous sets. "This set in particular we wanted to have view points from the bad guys' side...there's a change in perspective for characters like Gollum."

All the cards reprinted from previous sets have been given new artwork, and many of them are painted from this darker perspective. When creating new images for the sites, the artists sought to imagine how Sauron's minions would perceive the locations. Does this mean all the artwork is dark and sinister? Not quite.

"We didn't want to go to great lengths to avoid scenes that are fan favorites," says Hawkins, explaining that popular scenes that could not be portrayed in a dark tone would not be left out of the set. "We didn't have the heart to paint a wicked view of Minas Tirith, so instead there's a piece that's bright, strong and daunting."

MINIONS STIR

What's on tap for the future? Believe it or not, the next set's right around the corner. An expansion set for *Lidless Eye*, *Against the Shadow*, will be available later this summer. The set will focus on the interaction between a wizard player vs. a ringwraith player. Look for hazards that represent the might of the five wizards, some more popular minion characters like Bert, Tom and William, and cards that let you use your own characters, allies and factions as hazards.

But first you'll have to master *The Lidless Eye*. And with the ability to play the bad guys, instead of competing for the favor of the free council, players might end up battling each other for the fate of the land.

Will the free peoples prevail as they did in Tolkien's novels, or will Sauron's minions overrun the heroes? It's up to you to decide. If you're ready to enter Tolkien's world with a whole new perspective, *Lidless Eye* is the game for you.

The InQuest staff would love to play with Sauron, but they're afraid of what their moms might think.



Under His Blow by John Howe

LIDLESS EYE MECHANICS

While the basic rules and game mechanics of *Lidless Eye* are taken from *Middle-earth: The Wizards*, there are several new additions which help to strengthen the simulation of playing a ringwraith.

- **Nazgûl characters:** The ringwraith character cards are the most powerful characters in the game, but their movement is restricted to the use of three special resource cards. A Nazgûl can travel in Black Rider (stealth), Fell Rider (battle-oriented) or Heralded Lord (diplomatic) mode; each mode represents the goals of the Nazgûl's current mission.
- **Dark Magic:** Characters with the ability to use sorcery, shadow-magic or spirit-magic can cast spells that are more powerful than normal resources cards.
- **Evil Characters:** There are several generic orc and troll characters to simulate the massive amount of forces Sauron has at his disposal.
- **Covert and Overt Companies:** Companies containing elves, dwarves, men or dúnadain are covert and can operate among the free people while orcs and trolls form overt companies which pose an open threat. Several cards and attacks have different effects against different types of characters.
- **Leaders:** Certain orcs and trolls can be designated as a company leader. There can only be one leader in a particular company, and there are several cards a leader can use to make his company stronger.
- **Detainment Attacks:** Some successful attacks do not wound characters: they only cause them to tap.
- **Combat Companies:** If a hero company and a minion company end up at the same site, fireworks might start to fly. For example, if Rogrog and Glorfindel got into a tussle at Moria, both characters would add a die roll to their prowess and the character with the higher total would wound the other.
- **Trophies:** Hazard creatures killed in the name of Sauron don't yield any marshalling points, but characters can hold on to their kills as trophies, using them to increase their direct influence and prowess.



Portal provides new players with an entrance into the world of Magic: The Gathering

By the *InQuest* staff

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The Spined Wurm, a 5/4 creature for G4, has more teeth than fit in its mouth

Maybe you've read and reread *Magic*'s rule book, and you still don't know what the heck the game's talking about. Maybe you're a fan who's curious about all these *Magic* cards they sell at bookstores. Or maybe you're just a gamer who'd like to give collectible card games a try.

If you've ever struggled to learn the game of *Magic: The Gathering*, Wizards of the Coast feels your brain strain. This June, the company plans to do something about it. That something is called *Portal*.

"It's basically a chance to get in and start playing and start having fun with deck-building and with the strategy of play without having to know a lot of the rules," says *Portal* co-designer Joel Mick.

Mick and other WotC officials emphasize that if you already play *Magic*, you won't want to buy *Portal* for yourself; half of *Portal*'s cards were taken from earlier sets and most of the new ones aren't what you'd call power cards. In fact, the release of *Weatherlight* (see page 22) deliberately coincides with that of *Portal* so both new and "core" players will have something cool and appropriate to buy.

A Game is Born. Headaches Soon Follow.

For at least two years, WotC has wanted to create a product that would introduce players to *Magic*. The company's marketers covet something to inaugurate the game in countries where there aren't a lot of gamers to teach their fellow countrymen *Magic*'s complicated timing rules and mass of rules clarifications. Also, some WotC employees complain that it's too hard to learn to play the company's flagship product.

Despite some efforts to address the problem—players guides, gift boxes—learning *Magic* is still challenging. Last year's Quick Start Set, with preconfigured decks and a play guide that literally walked newcomers through a game turn-by-turn, was a step in the right direction, but not far enough forward.

"For somebody like my mom, she would give up after 10 or 15 minutes," Mick says of the Quick Start Set, which retained *Magic*'s full rules system in all of its convoluted glory. "You can't start playing and having fun."

With *Portal*, Mick hopes, you can. The *Portal* starter set ($9) boasts two fixed decks, a rule book and two play mats that contain instructions and show where to place cards.

Novices should begin using their decks without shuffling them; a booklet explains when and how to play lands, cast spells and activate effects. For simplicity's sake, *Portal* has only lands, creatures and sorceries.

Jonathan Tweet moved directly from designing



Want a flyer? The 3/2 Snapping Drake for U3 ain't half bad.



Vital Stats

Name: *Portal*
Game: *Magic: The Gathering*
Publisher: Wizards of the Coast
Designers: Joel Mick, Bill Rose, Jonathan Tweet
Genre: Fantasy collectible card game introductory set
Set Size: Approximately 215 cards
Release: June 1997
Packaging: Starter sets with two preconfigured 35-card decks, play guide, rule book, play mats and booster pack; 16-card booster packs (including strategy card)
Suggested Retail: $8.95 per starter set; $2.95 per booster pack

try to learn *Magic* from the latest version of *Portal*.

"We had a lot of parent-son and parent-daughter pair-ups, and generally the kids adapted faster than the adults," Tweet remembers with a chuckle.

That was by no means the only thing learned in the sessions, which Tweet says helped "to essentially strip off the chrome and leave the function."

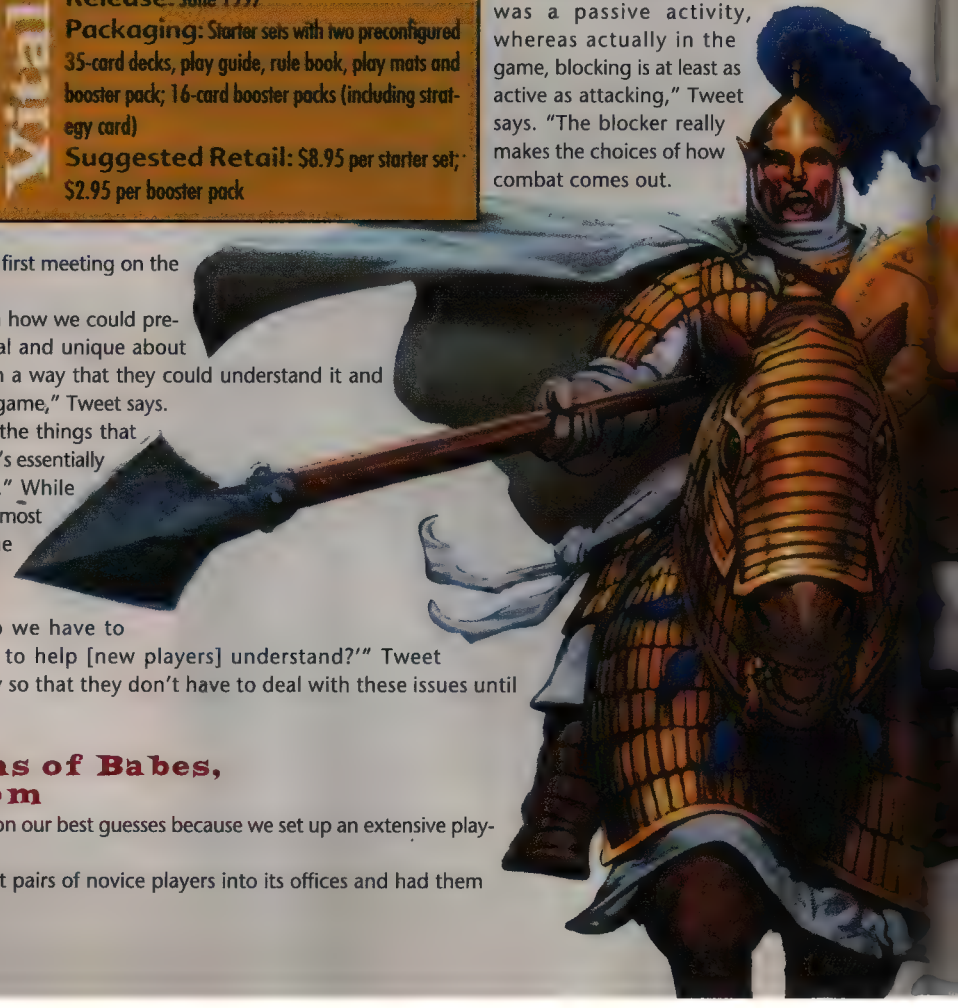
For example, in *Portal*, the library is called the deck and the graveyard the discard pile. That terminology, albeit less colorful, is familiar to almost anyone who's every played a card game.

Other terms were changed to make Portal a little more "intuitive" and easier to learn.

"Beginners have a hard time remembering which number is the attack number and which number is the defense number when they look in the bottom corner of a creature card," Tweet says. "The terms 'power' and 'toughness' didn't help very much."

So not only is power known as offense and toughness known as defense in the *Portal* rules, the appropriate numbers on summoning spells are marked by sword and shield logos.

Another change also that involved attacking came to light during play-tests. "'Blocking' gave people the idea that it was a passive activity, whereas actually in the game, blocking is at least as active as attacking," Tweet says. "The blocker really makes the choices of how combat comes out.



Quick Start to *Portal*. He recalls the first meeting on the new product.

"Our discussion was centered on how we could present what is really cool and special and unique about *Magic* to a first-time player in such a way that they could understand it and appreciate what's great about the game," Tweet says.

"That's difficult because one of the things that makes it unique and special is that it's essentially an unprecedented type of game." While *Magic* may be the world's oldest and most popular collectible card game, the four-year-old genre is still new to most people.

"So we said, 'Okay...what do we have to have in the introductory game to help [new players] understand?'" Tweet remembers. "'What can we delay so that they don't have to deal with these issues until they're comfortable?'"

From the Mouths of Babes, Pearls of Wisdom

"Thankfully, we didn't have to rely on our best guesses because we set up an extensive playtest process," Tweet continues.

For several weeks, WotC brought pairs of novice players into its offices and had them

Portal Card Dissection



A. Name. The card's designation, its appellation, its moniker, its handle.

Differences: None.

B. Picture. Worth a thousand words.

Differences: Aside from new art, none.

C. Type. The category into which the card falls.

Differences: Not many, although *Portal*'s only card types are land, creature and sorcery. In *Portal*, all creatures are "summon creatures."

D. Rules Text. What the card does.

Differences: The rules text has been bolded. As in recent *Magic* sets, reminder text in parentheses and italics explains the meaning of some technical terms. Also, *Portal* land cards (*Portal* has only basic lands) have no print, just a huge symbol representing the mana the land produces.

E. Flavor Text. It's not just a game, it's a fantasy setting!

Differences: None in the text per se, although a line now separates rules and reminder text from the flavor text to avoid confusing newbie players.

F. Artist. Guess who painted this picture?

Differences: *Portal* artist names have been enchanted by Romanian gypsies, so if you read 'em backward... Actually, there are no differences.

G. Offense/Defense. Offense is the amount of damage the creature causes; defense is the minimum amount of damage that will kill the creature.

Differences: In core *Magic*, "offense" is known as "power," "defense" as "toughness." The sword and shield logos graphically remind players which number is which.

H. Expansion Symbol. Identifies which expansion card come from.

Differences: New *Portal* symbol.

I. Casting Cost. How much mana it costs to play the card from your hand.

Differences: None.

"When I saw beginners trying to talk to each other about attacking and blocking and trying to understand the rules and trying to explain to each other what happened, I had this flash of understanding that the term 'block' itself was getting in the way." After some debate, blocking was renamed intercepting.

The art department did its part for comprehension with a minor redesign of *Magic*'s card front. "We've bolded the rule text," art director Sue Ann Harkey notes. "We've got a line that divides the rule text from the flavor text, and we've added larger mana symbols to the land cards."

WotC originally intended to stock *Portal* with generic fantasy art, believing newcomers would find it easier to embrace, but the set's designers successfully petitioned for original artwork.

However, Harkey did use fewer artists than she normally would have "so that the variety of art and styles wasn't as broad or confusing." For similar reasons, all cards featuring creatures from a given race, such as minotaurs or goblins, were illustrated by the same artist.

Only one *Portal* artist—Italian Paolo Parente, also found in *Weatherlight*—is new to *Magic*.

Although *Portal* card backs are indistinguishable from those of other *Magic* cards and can be mixed with them in casual play, the only cards from the set that will be allowed in sanctioned tournaments are pre-existing cards, like Wrath of God and Armageddon, that are already tourney-legal.

Only a few *Portal* cards will spark the interest of experienced *Magic* players, its designers say. But those players needn't fear: All of *Portal*'s best cards were switched to a core *Magic* set or will also be made available in *Weatherlight* or the fall *Magic* expansion.

A Lean, Mean *Magic* Machine

Longtime players will note that *Portal* lacks a lot of rules found in core *Magic*.

There's no discard rule or upkeep phase ("It's not worth making [beginners] learn that," Mick says). *Portal* has landwalk and flying, but there is neither banding nor phasing. And forget about interrupts or instants; *Magic*'s oft-perplexing timing rules are among the game's biggest drawbacks.

That's why the play of cards is strictly limited. Lands (*Portal* has only basic ones) must be placed before spells may be cast; spells must be cast before attacks may be made.

There are some interesting creature abilities—"We found that beginners were able to handle creatures that tap to have a particular effect provided the timing issue was simple," Tweet notes—but those can only be used at strictly defined times.

Portal's version of Prodigal Sorcerer, for instance, reads, "On your turn before you attack, you may tap Capricious Sorcerer to have it deal one damage to any one creature or player." This rare card's limitations should prevent confusion about whether the sorcerer can be blocked and killed if it delivers its point of damage during a creature attack.

Giant Growth, meanwhile, was renamed Monstrous Growth and made into a sorcery. It too may only be used before an attack, which is when most beginners use it anyway. To balance the card, its bonus to creatures was bumped up to +4/+4 and its casting cost was increased by one colorless mana.

While some "vanilla" *Magic* creatures like Grizzly Bears made the transition to Portal unchanged, others were adjusted, mainly by Bill Rose, to keep them in line with cheap creatures readily available in other sets. For instance, Portal's Pearled Unicorn equivalent, Regal Unicorn, is a 2/3 creature.

Speaking of vanilla, *Portal* has been purged of allusions to *Magic*'s regular setting. As with the library and graveyard terms, the added color wasn't worth the extra confusion. "We used [Benalish Hero] in early tests," Tweet explains. "It's actually detracting because people didn't know how to pronounce it and had no way to find out." It's now called Devoted Hero.

In keeping with *Portal*'s other ease-of-use provisions, the set's small size, 215 or

If the 2/2 Charging Paladin (for W2) attacks, he gets a +3 toughness until the end of the turn.

Portal Booster Packs

Each *Portal* booster pack contains 16 cards. One is a special strategy card with tips for new players. Eight are chosen randomly from a large set of cards. The other seven are chosen from one of five sets. Each of these sets is keyed to a deck theme or strategy, all featuring neighbors in the color circles found on the backs of *Magic* cards.

"We wanted to help beginners build their first decks and understand deck design and see how different decks work," *Portal* co-designer Jonathan Tweet explains. Here, in Tweet's words, is a look at each of the five deck themes found in *Portal* boosters:

Theme	Colors	Description
Air Superiority	Blue/White	"That's the basic blue/white ground defense/air offense deck."
Card Domination	Blue/Black	"Make your opponent discard and let yourself draw."
Fiery Doom	Black/Red	"You destroy your opponent's creatures, or your opponent directly for that matter."
Gargantuans	Red/Green	"Giant creatures. It also includes land destruction to slow your opponent down while you're building up."
The Horde	Green/White	"Small green and white creatures."

so cards, should make it relatively easy to collect. (Yes, the most-powerful—and, almost by definition, most-difficult-to-understand—cards are also the rarest.) What's more, to help first-time deck-builders, the booster packs—there's one in every starter set—all have seven cards keyed to one of five different allied-color deck themes (see "*Portal* Booster Packs" sidebar). Each booster also comes with a strategy card to encourage budding tacticians.

A Whole New World

Clearly WotC has taken pains to balance *Magic*'s complicated but colorful qualities against the need for a simple product that players can learn and enjoy with minimal effort.



Assuming that novices do find *Portal* easy to learn, will they enjoy it? What's more, will it lead them to buy Fifth Edition and future expansions, or will *Magic*'s complexity still turn off potential enthusiasts?

If *Portal* does in fact tap into a motherlode of new *Magic* enthusiasts, what does it mean for the future of the game? Will *Portal* cards become tournament-legal? Will *Portal*'s "more intuitive" terminology and simpler rules replace those of core *Magic*?

WotC says it currently has no plans to make core *Magic* conform with *Portal*. But it remains to be seen how the future will play itself out. *Portal* will be printed in Japanese, German, French and Spanish, but the company hasn't yet decided if *Portal* translations will help introduce *Magic* in new languages. In fact, plans for the *Portal* gift box, due in September, haven't even been finalized.

For now, the designers simply hope that *Portal* will fulfill its basic goal.

"It's very frustrating," Mick says, "when you have a game that you're very passionate about and you can't quite express to somebody that you care about what it is that you find so enamoring."

But if *Portal* succeeds in providing a painless entry into *Magic*, such frustrations may be banished forever.

The InQuest staff is excited to use some of the new Portal cards next time they play... in fact, they're going to paint little tiny swords and shields on their regular Magic cards to make them all fit together nicely. Reporting by Matthew E. Milliken

Portal Prizes

A selection of the coolest cards from Portal

Alabaster Dragon. Summon creature. WW4. Flying. If Alabaster Dragon is put into your discard pile from play, shuffle Alabaster Dragon back into your deck. 4/4.

Balance of Power. Sorcery. UU3. If you have fewer cards in your hand than your opponent does, draw until you have the same number.

Cruel Fate. Sorcery. U4. Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.

Ebon Dragon. Summon creature. BB5. Flying. When Ebon Dragon comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand. 5/4.

Exhaustion. Sorcery. U2. At the beginning of your opponent's next turn, he or she skips untapping his or her creatures and lands.

Fire Imp. Summon creature. R2. When Fire Imp comes into play from your hand, it deals two damage to any one creature. 2/1.

Flux. Sorcery. U2. Each player chooses and discards from his or her hand any number of cards and then draws that many cards. You then draw a card.

Gravedigger. Summon creature. B3. When Gravedigger comes into play from your hand, you may choose to return a summon creature from your discard pile to your hand. 2/2.

Ingenious Thief. Summon creature. U1. Flying. When Ingenious Thief comes into play from your hand, look at your opponent's hand. 1/1.

Phantom Warrior. Summon creature. UU1. Phantom Warrior can't be intercepted [blocked]. 2/2.

Plant Elemental. Summon creature. G1. When Plant Elemental comes into play from your hand, destroy one of your forests or destroy Plant Elemental. 3/4.

Sacred Knight. Summon creature. W3. Sacred Knight can't be intercepted [blocked] by black or red creatures. 3/2.

Seasoned Marshal. Summon creature. WW2. If Seasoned Marshal attacks, you may choose to tap any one creature. 2/2.

Spiritual Guardian. Summon creature. WW3. When Spiritual Guardian comes into play from your hand, you gain four life. 3/4.

Temporary Truce. Sorcery. W1. Each player may draw up to two cards. For each card less than two any player draws, that player gains two life.

Theft of Dreams. Sorcery. U2. For each tapped creature your opponent has in play, you draw a card.

Thing from the Deep. Summon creature. UUU6. If Thing from the Deep attacks, destroy one of your islands or destroy Thing from the Deep. 9/9.

Thundering Wurm. Summon creature. G2. When Thundering Wurm comes into play from your hand, discard a land from your hand or destroy Thundering Wurm. 4/4.

Thundermare. Summon creature. R5. Thundermare is unaffected by summoning sickness. When Thundermare comes into play from your hand, tap all other creatures. 5/5.

Time Ebb. Sorcery. U2. Return any one creature to the top of its owner's deck.

Wood Elves. Summon creature. G2. When Wood Elves comes into play from your hand, search your deck for a forest and put that card into play. Shuffle your deck afterwards. 1/1.

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KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL *MAGIC* DECKS

King Suleiman's Nightmare — Special Type 1.5 Deck

By Mark Justice

The spectacle will begin with the simple playing of a Tundra. Your opponent's complacency will soon turn to terror as you launch an army of Efreets, Djinns and Warriors. To add insult to injury, they will be unable to touch your creatures because of your masterfully played countermagic. The final blow will come when their creatures are either destroyed or begin to serve a new, more powerful wizard—you.

When played properly, this Type 1.5 (Classic Restricted) deck not only wins games, it dominates tournaments. Occasionally you'll destroy an opponent with an early barrage of Serendibs and Erhnams. More likely you get into a minor war until you build up enough Outpost tokens to finish him off.

All of that is nice but, without the defense to back it up, your offense will be just one of the many similar attack decks. In most Type 1.5 tournaments, the field is dominated by decks based on quick creatures and direct damage. When building a killer deck, you need to keep in mind what the majority of the field will be playing. You might have the greatest blue/white control deck ever to grace our game but, if everyone else is playing Necrodecks, you don't have a killer deck.

With that in mind, let's look at creature defense. With so many creatures in the environment, this deck has strong defenses to protect you from an early assault. Swords to Plowshares has always been a staple defensive card and its value increases even more in this quick creature environment. The two Control Magics help your card advantage because your opponent not only loses a creature, he has to use another one of his cards to take care of the new threat. Don't hesitate to steal an Elvish Archer or Savannah Lions, as your opponent will usually end up using a Lightning Bolt on it.

The Spirit Links end up winning an incredible amount of games. Not only are they the quick-creature-defense required in this environment, but they can turn into a life-gaining machine when thrown on a Serendib Efreet (yours or your opponent's). With Ivory Tower and Zuran Orb not available, a little extra life will swing a lot of games. One Wrath of God can also help clean up a lot of unwanted messes.



"Hi, Mr. Lipschitz, I'll be taking your daughter to the prom..."

It is important not to take a lot of early damage in this environment. If an opponent plays a first-turn Kird Ape with a Taiga, do not hesitate to Swords to Plowshares or Spirit Link it. This is somewhat against advanced play strategy, but the current 1.5 environment warrants it.

I could spend pages talking about Counterspells and the proper use of them. Let's leave it simply with, "Don't waste them." The Mana Drains can be used in countering an early creature if it will aid you in putting out a quicker Erhnam Djinn.



DON'T EAT MY LUNCH

BLUE CREATURES
4 Serendib Efreets

BLUE SPELLS
2 Browses
2 Control Magics
2 Counterspells
2 Forces of Will
4 Mana Drains

GREEN CREATURES
3 Erhnam Djinns

WHITE SPELLS
3 Disenchants
3 Spirit Links
4 Swords to Plowshares
1 Wrath of God

LAND
1 Forest
6 Islands
3 Kjeldoran Outposts
3 Mishra's Factories
4 Plains
4 Savannahs
2 Thawing Glaciers
3 Tropical Islands
4 Tundras

SIDEBOARD

3 Circles of Protection: Red
1 Disenchant
2 Divine Offerings
3 Hydroblasts
2 Mind Harnesses
3 Political Trickeries
1 Wrath of God

SUBSTITUTIONS:

4 Mana Drains
- → 2 Counterspells
- → 1 Force of Will
- → 1 Dissipate

4 Savannahs
- → 3 Forests
- → 1 Plains

4 Tundras
- → 2 Islands
- → 2 Plains

3 Tropical Islands
- → 1 Forest
- → 2 Islands

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Sprout and the Green Giant get ahold of some bad creamed corn

In general, Counterspells should be used only in pivotal moments of games.

To round out your spells, you have three Disenchants. The environment does not invite many Stasis or Winter Orb type decks, so Disenchant is just for general cleanup. You also have two Browses. This card protects your offense if used correctly. Get a creature or an Outpost in play with Browse on the table and you will be able to add additional Counterspells to protect your creatures as you attack. You can also get that Swords to Plowshares and cast it immediately most of the time.

Now that the defense has been set up, let's analyze the two creatures in the deck: Serendib Efreet and Erhnam Djinn. They are big and they are fast—the size these creatures provide helps you against the field because your opponent will either have to double Bolt them or waste a creature and Bolt. Worst case scenario: they've wasted two cards to kill your creature. Best case, you have a counterspell in your hand and that second Bolt doesn't quite get through.

So what if your opponent plays with four Suleiman's Legacies or four of King Suleiman standard in his deck? Then go ahead and beat him to death with land (Mishra's Factory and Kjeldoran Outpost.) The army the Outpost can provide can be quick and devastating. Smile with glee as your opponent wastes Incinerates on your 1/1 warriors. And remember that your Savannahs and Tundras count as Plains so, if need be, you can sacrifice them to bring the Outpost into play.

Mishra's Factories round out a mana base that is well diversified. The dual-lands help with the flow of the deck and the two Thawing Glaciers help give that extra edge you need to help avoid the dreaded mana clump.

The sideboard helps with a few of the deck's vulnerable points. If someone does play a Winter Orb deck against you, there is extra defense with Divine Offerings. As I expect red in most 1.5 decks, there are three COP: Reds and three Hydroblasts. Mind Harness is mainly for Wildfire Emissaries and Political Trickery is great against decks that rely heavily on Outposts.

As you will find, the deck can be both an offensive and defensive machine. Decks that meet those two requirements end up winning a lot of tournaments. The deck does not just play itself, it requires thought and proper timing, but with a little practice it will stomp its competition into the ground.

Mark Justice, the 1995 U.S. National Champion and two-time World Championship semi-finalist, is currently on an archaeology dig looking for the missing Spirit Link.

THEME DECKS

THE NON-KILLER DECK

NOAH'S *MAGIC* ARK

There are tons of creatures in the great world of *Magic*, but when the great Flood came even Noah grew concerned and scrambled to build a (Merchant) ship. He loaded it with animals, working his way from A to Z.

Naturally, he had little trouble early on. There were plenty of apes and bears and elephants, and the middle of the alphabet was well represented by the falcons, gorillas and lions. But some letters gave ol' Noah much more of a headache. Take "Q" for example. The only summon spell he could think of for "Q" was for the Quarum Trench Gnomes, so he took them. For "U" he took a pair of Unicorns, for "Y" he took the Yeti, and the Zebra Unicorn squeezed into the "Z" space.

But for poor old Noah there wasn't a single spell in Dominia that began with the letter "X." But he was determined not to settle for just 25 pairs. He had to bring aboard at least one pair that could represent the letter "X." He consulted the blue mages, then the white, green and black, but to no avail. Finally, when he approached the red mage, the wizard just smiled. "X-spells? I think I can help." So he tossed Noah a Fireball and a Disintegrate and went on his merry way.

Now with the ark complete, the only thing left is to decide who would represent Noah. My vote is for Stangg (Summon Legend: When Stangg comes into play, put a twin token into play.) After all, Noah would agree that two are better than one.

—Michael Ruff, Prophet



ANIMALS

2 Apes (Kird and Barbary)
2 Bears (Pale and Grizzly)
2 Camels
2 Dragonflies (Emerald)
2 Elephants (Bull and Wild)
2 Falcons (Windreaper and Zephyr)
2 Gorillas (Shaman and Raging)
2 Hippos (Pygmy and Phelddagrif)
2 Insects (Deadly)
2 Jackals (Hurr)
2 King Cheetahs
2 Lions (Mtenda and Savannah)
2 Meerkats (Karoo)
2 Narwhals
2 Orangutans (Uktabi)
2 Panther Warriors (Urborg)
2 Quarum Trench Gnomes
2 Rhinos (Ebony and Crash of)
2 Spiders (Woolly and Giant Trap Door)
2 Tigers (Stalking and Sabretooth)
2 Unicorns (Benevolent and Pearled)
2 Vultures (Osai and Wake of)
2 Wolves (Dire and Timber)
2 X-Spells (Fireball and Disintegrate)
2 Yeti (Karplusan and Mountain)
2 Zebras (Unicorn)

PLOT POINTS

1 Flood
1 Merchant Ship
1 Stangg

LANDS

4 Cities of Brass
4 Forests
4 Plateaus
4 Savannahs
4 Taigas
4 Tropical Islands
4 Undiscovered Paradises
4 Volcanic Islands

KILLER DECKS II

THE BEST IN TOURNAMENT-LEVEL DECKS

MARVEL OVERPOWER

by Norman Barth

Everyone is afraid of Power Leech, and with good reason. No other single card in *OverPower* can have such a big impact on a battle, and quite possibly a game. This deck is built around three strategies for minimizing the risk of being Leeched but is still powerful enough to win.

Here's a look at the three anti-Leech strategies:

Negating. Nothing is going to frustrate your *OverPower* opponent more than allowing him to think he has a clear shot at you with one of his powerful specials and then whipping out a negate card. Hence the Scarlet Witch and her two Change Outcome specials. Once placed, you can afford to let Change Outcome sit there until Leech comes around or another critical time.

Replacing. Shadowcat brings a different method of coping with Leech. Her Computer Genius special lets three additional cards be drawn. This can provide important replacement cards even if you're Leeched for four. Granted, they may not be as powerful as the ones you dropped, but they will at least boost your hand back to a point where your opponent will need to think twice about how long he wants to stay in a battle. The key thing about this card is to use it as late in the battle as you can in order to minimize the number of duplicates you pull. The restriction of all HQ cards means you may only have one Computer Genius, but Web-Headed Wizard allows you to pull it back from the dead pile.

Defending. At the earliest opportunity, place a multipower card on a character, preferably the reserve character to avoid having to discard duplicates in future hands. When necessary, the multi can be counted toward your Leech discard total. If you can place additional multi cards, or other cards with a lot of different icons (like teamwork cards), you can build up an anti-Leech defense. If Power Leech looks like a no-show for a particular battle and you need some of your placed cards, go right ahead and fire away. But all in all it's definitely better to leave 'em in place to wait for the Leech.



"Show me your Mr. Fantastic and I'll show you my Dynamic Duo. Cards, of course."

This deck is also loaded up with plenty of offense to win the



Sucking the Life Out of Power Leech

HEROES AND SPECIALS

Professor X
1 Mindwipe
1 Telepathic Coordination

Scarlet Witch
2 Change Outcomes
1 Hex Power
1 Sorceress Slam

Shadowcat
1 Computer Genius
1 Ghostly Phase
1 Soul Sword

Reserve: Magneto
1 Magnetic Devastation
1 Master of Magnetism

Any Character
1 Confusion
1 Death from Above
1 Gamma Terror
1 Guardian Angel
1 Power Leech
1 Savage Land
1 Web-Headed Wizard

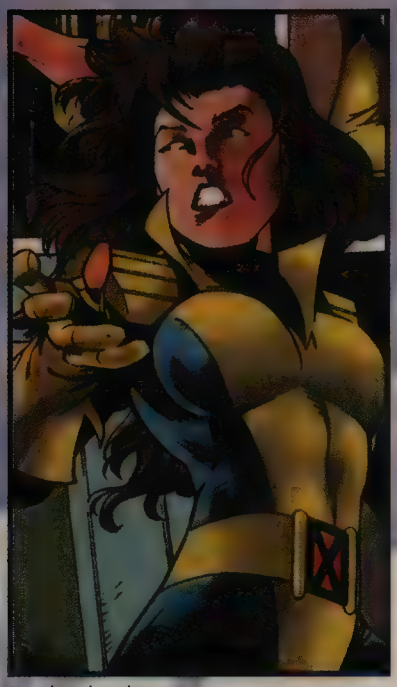
POWER CARDS
1 Any Power 5
3 Energy 8
4 Energy 7
4 Energy 6
4 Fighting 2
3 Intellect 5
2 Intellect 4
2 Multipower 4
4 Multipower 3
4 Strength 1

TEAMWORKS
1 Energy 6 with Fighting and Intellect
1 Energy 7 with Fighting and Intellect
1 Energy 7 with Strength and Intellect
1 Energy 8 with Fighting and Intellect
1 Intellect 6 with Energy and Strength
1 Intellect 7 with Energy and Fighting

EVENTS
061906.05

MISSION
Eye of the Storm

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Here, kitty, kitty, kitty…

venture. Scarlet Witch and Professor X both have multipower level 8 specials. Magneto has a level 11 anypower attack. Scarlet Witch has her level 6 Sorceress Slam.

Professor X also has Telepathic Coordination, which, when played properly, can decimate an opponent's defense. The important thing with this special is to get it into play without burning a turn.

This can be done in two ways. If your opponent is going first this battle, play it as you defend whatever attack he makes, even if you don't need to in order to block the hit. For example, if the opponent attacks with a level 4 attack, defend with, say, a level 5 power card along with the Telepathic Coordination, making a level 7 defense. You didn't need to play Telepathic Coordination in order to block the attack, but this way you activated it without paying a turn.

If you go first, get Telepathic Coordination into play along with an attack. The only condition is that you're not allowed to do so with a universe card, so a teamwork attack is out—a shame, since teamwork gets the most out of this special. But any special or power card can be used with it. If it's defended, that's okay; your real goal was to get Telepathic Coordination in play.

Once it's in play, you want to make as many teamwork attacks in that battle as you can. With all actions at +2, you'll have the biggest bonus you could hope for in an off-color skill. For the teamworks, there's a very nice variety of follow-up skills to assist in making your follow-up attack most effective.

The event is there to help against decks that are built with a defensive focus. Many *OverPower* characters have specials that help them or a teammate avoid an attack. With 061906.05 in play, these cards can't be used. This gives you one battle in which to KO the character with the placed avoidance card.

Be forewarned—three of the cards in this deck (Confusion, Guardian Angel and Ghostly Phase) have the word "avoid" on them, and if they show up in the same hand as this event, they're useless. What you're betting on by playing this event is that it will harm your opponent more than it will you.

The most important aspect of this deck is that it's fun to play. You have a nice variety of cards, both in terms of specials as well as teamworks and follow-ups. And the next time someone tries to send that little green-skinned leech to spoil your battle plan, you'll have a ready response.

Norman Barth: the man, the myth, the legend. Available now at a store near you.

TOP 10 OVERPOWER CARDS



1. Power Leech: When this rears its head, it takes up to four opposing cards out of play. To deliver the most damage to your opponent, you may not want to select the icon of his primary skill: by choosing an off-color skill, you'll give your opponent fewer choices of cards to discard.

2. Shatter Shriek: This special forces your opponent to drop all cards with a fighting icon from his hand. (Femme Fatale, Power Hungry Monsters, Dubbilex and Sting Operation have similar effects.) Play it early and venture high.

3. Savage Land: Played at the right time, this card forces your opponent to finish a battle that he doesn't necessarily want to. This card can not only win you that battle but, if you're far enough ahead on cards, can allow you to KO some of your opposition.

4. Inventive Genius: The number of cards you have in your hand is a critical aspect of *OverPower*. What better way to assure a battle win than by pulling an extra three cards late in the battle? However, if you've drawn a hand that's low in power cards, drawing early will likely fill in what you need. Finally, if you have one placed when both you are your opponent go into the power packs, playing Inventive Genius can win you the game.

5. The Fortress of Solitude: Even the best players need to turn on their heels and beat a retreat sometimes. With the Fortress, you can do so without the drawback of losing mission cards.

6. Web-Headed Wizard: The most powerful cards in your deck are usually usable only once since, after you play them, they go to the dead pile. With Web-Headed Wizard, any of those cards can come back to you.

7. Guardian Angel: Your opponent's would-be killing blow is easily avoided by this guard. Nothing else imparts the warm, safe feeling of Guardian Angel.

8. Analyze: Certain attacks can only be defended by negation. Attacks that affect you the player, like Power Leech, instead of one of the characters fall into this category. Analyze is key for such attacks. Analyze also functions nicely to get rid of attacks that could be avoided by other means.

9. Industrial Waste: Most people keep their deck size small so the more powerful cards come out quickly. This special, which forces your opponent to discard five cards from his draw pile to his dead pile immediately, gives you good odds at taking some of those powerful cards out of the game.

10. Defender: Place this card and then wait for the right time. It turns any 6, 7 or 8 power card of the specific skill type in your hand (which are typically hanging around for defense purposes anyway) into a Guardian Angel.



Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Q: Let's say I have two Purgatories in play, then my opponent buries my Sengir Vampire. To which Purgatory will the Sengir Vampire go?

—Bernhard Hackh, Manila, Philippines

A: You get to choose the Purgatory to which it goes.

Q: If I cast something and my opponent Arcane Denials it, and then I Arcane Denial his Arcane Denial, do I draw three cards or one card?

—Jim Drew, Tomah, WI

A: One card. The first Arcane Denial was countered, so it doesn't give anyone any cards.

Q: What happens to a creature with a power of negative two when it is affected by Blind Fury?

—Wendy Wang, Bardwell Park, NSW, Australia

A: It still deals zero damage.



What happens when a creature with negative power attacks with Blind Fury?

Q: What is the answer to the riddle on Blistering Barrier?

—Larry McGuire, Dover, FL

A: Sounds like "fire" to us.

Q: Does Blanket of Night make each Swamp count as two Swamps (say, for a Nightmare)?

—Mark Hazlett, Mechanicsburg, OH

A: No.

Q: What happens if I put Shimmer and Kismet together?

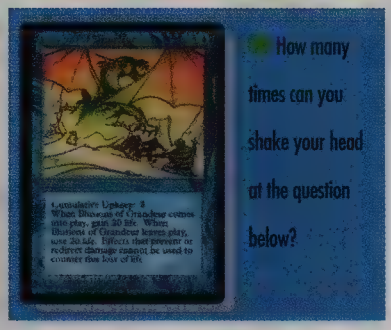
—Saulo de Mattos e Alencastre Soares, Taubate, Brazil

A: Nothing. Phasing in doesn't count as "coming into play."

Q: Would a Deadly Insect deal damage after a Spore Cloud or Fog is played?

—P.J. Padua, Quezon City, Philippines

A: No. Spore Cloud and Fog aren't targeted, so the Insect isn't immune.



How many times can you shake your head at the question below?

Q: I cast Illusions of Grandeur. My opponent then uses a Mirror Universe. Later he plays a Disenchant on my Illusions of Grandeur. Who loses the 20 life?

—Patrick J. Douger, Perry Hall, MD

A: You do.

Q: I use a Kaervek's Purge on my opponent's Serra Angel (casting cost five). Can my opponent use a Meddle to retarget my spell to a creature with a casting cost of three?

—Jason McClintock, Dansville, MI

A: Nope. Kaervek's Purge, Detonate and other such spells can only be Meddled/Deflected/Forked to a target with the same casting cost.

Q: When you cast a Lightning Cloud, can you immediately use its ability for casting itself?

—James Andrew Zmuda, Monroe, NC

A: No. Lightning Cloud triggers if it's in play when a red spell becomes successfully cast. You must use it immediately or never. Since Lightning Cloud isn't in play yet when you cast it, it can't trigger off its own casting.

Q: Does any return trip of a Chain Lightning count as a red spell successfully cast for doing extra damage with a Lightning Cloud?

—James Nault, Nashville, TN

A: Nope. The Chain Lightning is only cast once. All the bouncing is part of the same spell.

Q: If I have a Frozen Shade and I use five black mana to pump it up to 5/6 and sacrifice it to my Diamond Valley, do I gain six life?

—Mohamad Zhafri Bin Mohamad Nasser, Singapore

A: It depends. If you sacrifice it in response to the pump, the Valley effect resolves first and you only gain one life. If you let the pump resolve, and then sacrifice it, you gain six life.

Stumper of the Month

Q: Page 5 of the *Mirage* rulebook states "Regenerating a creature now removes it from combat." If I attack with Lord of Tresserhorn and my opponent targets it with Exile, can I regenerate it as a fast effect to remove it from the attack, making it an illegal target for Exile?

—Timothy May, Pittsburgh, PA

A: You can't ever regenerate a creature "just because"—you can only regenerate it when it's dying. If you had a way to destroy the Lord as a fast effect (like a Hydroblast), though, then you could use that in response to the Exile and regenerate the Lord. Then the Exile would fizzle since the Lord is no longer an attacking creature.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

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Q: If I have a Mist Dragon out and I throw down an Ashnod's Transmogrant and use it, my dragon gets +1/+1 and becomes an artifact creature. If I then play a Powerleech, could I gain infinite life by giving my dragon flying and making him lose it at will?

—Kenneth Nagle, Gulf Breeze, FL

A: No, but you could give your opponent infinite life if he cast the Powerleech. You choose a target opponent when you cast Powerleech, and it triggers off his artifacts. You can't choose yourself.

Q: If I use a Forcefield on an attacking unblocked Skulking Ghost, does it get buried?

—Matt Louaglio, Nyack, WY

A: Seems like it should, doesn't it? However, the Forcefield has errata. Like other damage-prevention effects, it targets the damage, not the creature. The Ghost lives.

Q: Does Celestial Dawn affect the color of mana to use for the Crimson Hellkite's special ability?

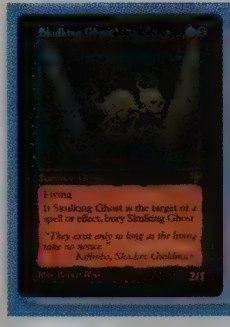
—Mark P. Schroeder, Fergus Falls, MN

A: Celestial Dawn only changes colored mana symbols, not words. The "red" on Crimson Hellkite stays "red," so you can't pump it with Celestial Dawn in play.

Q: If my opponent has a Skulking Ghost out and I Swords to Plowshare it, does my opponent gain life, or is the Ghost buried as soon as it is targeted?

—David Busby, Tyler, TX

A: The Ghost is buried as soon as the spell is announced. When the spell resolves, it will fizzle for lack of target, so your opponent gains no life. Similarly, if you Flare a Ghost you don't get to draw a card, and if you Orcish Artillery a Ghost you don't take damage.



If I Swords to Plowshares my opponent's Skulking Ghost does he gain life?

Q: What would happen if I had Spectral Guardian in play (untapped) and me or my opponent activates a Nevinyrral's Disk?

—Steven Treanor, Bronx, NY

A: Everything, including the Disk, would get blown up. Spectral Guardian only protects noncreature artifacts from being targeted; it won't stop non-targeted destruction like Nevinyrral's Disk. Now, if it was a Guardian Beast instead of a Spectral Guardian, the Disk and your other noncreature artifacts would stay in play, even though the Guardian Beast itself would be destroyed.

Q: I have a Katabatic Winds and a Canopy Dragon in play. If I declare an attack with my Canopy Dragon and then use its ability to give it flying, would it still be able to attack?

—Tim Lyon, Canton, MI

A: Yes. Once a creature is attacking, Katabatic Winds won't remove it from the attack even if it gains flying.



My Canopy Dragon attacks with Katabatic Winds in play. If I use its ability to fly, will it still be able to attack?

Q: In *InQuest* #21, there is a combo with Soul Echo and Glacial Chasm. The caption says, "Gain Infinite Life." How do you gain infinite life when you're losing life from the Glacial Chasm?

—Sam Pourrabbani, Roslyn Heights, NY

A: You don't. You can't pay for the Glacial Chasm's upkeep once you run out of life, and Soul Echo won't help. Someone goofed up.

Q: My opponent has a Power Surge out and then plays a Peace Talks. Do I take damage for my untapped lands or not?

—Justin Coran, Melbourne, FL

A: Yes, you do, since Power Surge's ability isn't targeted. Peace Talks only prevents targeted stuff.

Q: My opponent has a Sandbar Crocodile which has phased out after his turn. Can I use a Ring of Ma'ruf to steal his crocodile from him before it can phase in again?

—Ehren Durham, Antioch, CA

A: No, for two reasons. First, the Ring of Ma'ruf can only retrieve cards that YOU own, not cards your opponent owns. And second, it can't grab cards that are phased out or in an Oubliette or Tawnos's Coffin.

Seth Mourtsvad's pet Skulking Ghost is never allowed out in the rain.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS %
InQuest
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number.

SPOTLIGHT:



Stumpers

Q: Can I start the game in another region or dimension?

A: Yes, but you are assumed to be in Lovecraft Country until you play your first card.

Q: Can I move across dimensions if Hastur is in play?

A: No. You can only travel from one dimension to another if you have a card that specifically allows dimensional travel. Hastur says nothing about dimensions, and thus may not be used to traverse them.

Q: Does Rude Awakening allow me to a play a Waking World card even if I don't have the Silver Key or another means to get there? What orientation do I play it in?

A: When Rude Awakening says that you "may play a Waking World Location" it is giving you explicit permission, even if you don't normally have a way to do so. If you're moving from one dimension to another, you'll typically play the new card right-side-up, unless you are told explicitly to walk. Rude Awakening doesn't say so, thus you play your new location right-side-up.

Q: The Cats of Ulthar let you play a location "regardless of travel requirements." What exactly does this mean?

A: If you must play a certain location or travel event before playing another location, that is a Travel requirement. Examples of locations with travel requirements include Serannian (which requires you to Travel by Air), Celaeno (which requires you to Travel through Space) and N'Kai (which requires you to travel from an Underground location). Other requirements are not included in this definition. You must still have a Star to get to the Castle of the Great Ones on Kadath, and you must still have the R'lyeh Disk to get to R'lyeh.

Q: What is a Lesser Monster, as referred to on the Leng Spider? What is a Greater Monster, as referred to on the Labyrinths of the Gnorri?

A: A Lesser Monster is a Lesser Servitor or a Lesser Independent. A Greater Monster is a Greater Servitor or a Greater Independent.

Q: Can I Deflect a spell if I don't have a legal target?

A: No. Just as you cannot cast a spell or play an event without having a legal target, you cannot Deflect a spell if you do not have a legal target.

Card Errata

Temple of Bokrug has the following errata: the subregion should be listed as Mnar.

These questions and answers were based on the Mythos CCG Frequently Asked Questions List (FAQ). You can find it, along with rules and other information, on the Chaosium web page at http://www.sirius.com/~chaosium/mythos.html.

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UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Reflect Damage

By Mat Jobs

Blue has always had the most annoying cards. Deflection: annoying. Control Magic: annoying. Stasis: really, really annoying. And I haven't even gotten to the counterspells. Nothing could be more exasperating than having your brilliant four-card infinite-damage combo thwarted by some counterhappy control freak with two blue mana and the creativity of a lobotomized Chub Toad.

But blue doesn't have a lock on obnoxiousness. Witness *Mirage*'s Reflect Damage. With its ability to redirect all damage from one source to the controller of that source, this red-and-white spell has that fingernails-on-chalkboard quality that *Magic* weasels everywhere should love.



What's so annoying about this long-overdue card? For starters, you might notice Reflect Damage's similarity to another annoying card mentioned above: Deflection. When you're talking about massive Fireballs and other forms of direct damage, Reflect Damage works almost exactly like Deflection, giving your opponent a taste of his or her own fiery medicine.

But when you're talking about other types of spells, there are plenty of things that Reflect Damage can do that Deflection can't. For one thing, Reflect Damage works even on untargeted forms of damage. Spells like Savage Twister and Earthquake are popular because they deal damage to more than one creature. Playing Reflect Damage in response to one of these spells not only saves your creatures but can also deliver a game-ending blow to your opponent.

No one likes taking damage, but only sissies use Circles of Protection. Real men slam the damage back to its controller.

Consider this: a four-point Savage Twister with just two creatures in play deals eight total damage. If you use Reflect Damage, that's eight damage to your opponent. Plus your creatures stick around to keep dishing out punishment. Now *that's* annoying.

But the real power of Reflect Damage is that it isn't useful only in special circumstances; even if your opponent isn't using mass-damage spells, it's still a treacherous tool for plain old creature combat.

Say you have a Yavimaya Ants attacking you and you don't want to lose your Serra Angel in combat. Simply declare the Serra a blocker and cast Reflect Damage on the damage dealt by the Ants. Result: one dead bug, one live angel and five damage to the Ants' controller. At this point your opponent might ask if you'd also like to kick his dog on your way out. Be courteous and oblige.

It's important to remember that Reflect Damage targets damage dealt, not creatures or spells. That means that this trick works even on so-called "untargetable" creatures like Jolrael's Centaurs and Deadly Insects. And yes, Reflect Damage can even turn the untouchable Autumn Willow against her.

Reflect Damage may be a reactive card, but it's a reactive card with bite. So when you're packing Reflect Damage, be bold. Be aggressive. And, of course, be annoying.

Reflect Damage: Top Five Combos

1. Goblin Tinkerer: The Goblin Tinkerer can take out any artifact. Trouble is, most artifacts can also take out the Goblin Tinkerer by dealing damage to it. Reflect that damage to the artifact's controller and your goblin will live to tinker again.

2. Kjeldoran Outpost: Come on, Savage Twister my tokens—please! Reflect Damage works well with weenies because it can make those mass-damage spells very damaging to your opponent. And what better weenie generator than the most powerful card from the most powerful expansion in years?

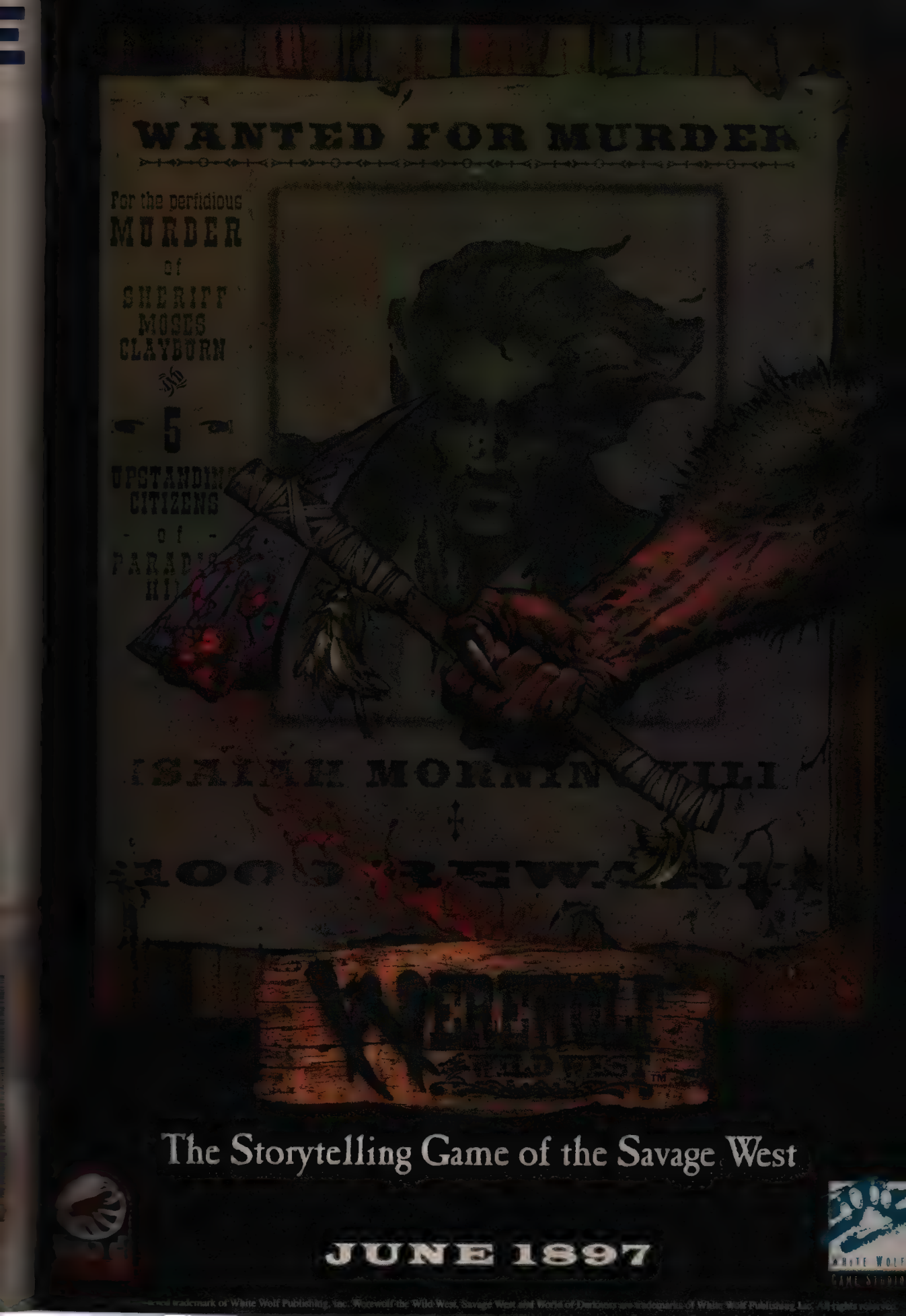
3. Marton Stromgald: Marton is the man. Unfortunately, the man is a puny 1/1 when he goes to war with his beefed-up allies. With Reflect Damage in hand, you can rest assured that a big blocker or a Lightning Bolt won't keep him from ramming his cooperative spirit down your opponent's throat a few times.

4. Arena: Just to make sure your creature is victorious in the Arena, it's not a bad idea to encourage the opposing creature to take a dive—and land squarely on your opponent's noodle. The same trick works for creatures with built-in Arenalike abilities such as the Karplusan Yeti and Gargantuan Gorilla.

5. Deadly Insect: The Insect's nontargeting ability is a great defense, but it also makes it hard to protect. Reflect Damage can repel that odious damage delivered by creatures blocking your insect.

Often confused with the author of several holy scriptures, Mat Jobs dropped a t from his first name and added an e to his last name.

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FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY RICK MOSCATELLO

HAND

THIS MONTH: JUST END IT



YOU CAN'T WIN.

You're going down. Once again you've taken over for Eugene T. Dudley, the sorriest *Magic* player in existence, and this time you *really* can't win. Dirk "The Destroyer" Rockney has been toying with Eugene all game long. He's got four Serra Angels, four Shivan Dragons, four Sengir Vampires and four Mahamoti Djinns in play, but he's held off on the attack just to grind salt into Eugene's wounds. Dirk finally decided to attack a couple of turns ago, but Eugene has managed to hold him off with three Fogs. Now Eugene is out of Fogs, and it's up to you to save a little face. Your goal is to help Eugene find a way to lose before Dirk's turn so Dirk regrets taunting Eugene for so long.

KEEP IN MIND THE FOLLOWING:

- You've got 18 life.
- It's your main phase. You've already untapped and you've already drawn a card (the Electric Eel that's in your hand).
- You have three cards left in your library. Eugene used his Soldevi Digger to put a Regrowth on the bottom of the library, and you know by elimination that the other two cards are Lightning Bolts.
- To taunt Eugene further, Dirk just burned your graveyard with a Tormod's Crypt.

HAND

Demonic Tutor
Electric Eel
Fireball
Time and Tide
Manabarbs
Time Elemental

LAND

City of Brass
Forest
Islands (X4)
Mountain
Swamp

CARDS IN PLAY

Ashnod's Altar
Concordant Crossroads
Deathgrip
Jayemdae Tome
Mishra's Groundbreaker
Soldevi Digger
Teferi's Imp (phased out)
Zuran Orb

REMAINING CARDS IN LIBRARY

Lightning Bolt (x2)
Regrowth

THE CONTEST

Mail in your step-by-step solution to:
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10920-0118

The winner, randomly chosen from all correct entries, will snag a box of *Visions*. All entries must be postmarked no later than **May 30, 1997**.

THIS MONTH'S DIFFICULTY RATING:

			Knuckle Cracker						

LAST MONTH'S "PUMP THE ATOG" WINNER:

Answer: The red Atog. Here's how...

1. During your upkeep, sacrifice the Lion's Eye Diamond for three black mana and drop your hand in the graveyard—put the Tetravus on top.

2. Use two black mana from the Diamond to cast Shallow Grave (the card on the Elkin Bottle) and retrieve the Tetravus from the graveyard (formerly in your hand).

3. Split off the three artifact tokens on the Tetravus into play as separate 1/1 flyers (you now have four 1/1 creatures in total).

4. Use the remaining black mana from the Lion's Eye Diamond to make the Mishra's Factory a 2/2 artifact creature.

5. Move to draw phase and draw the Energy Tap.

6. Tap the Tropical Island, cast Energy Tap from your hand and tap the Spectral Guardian.

7. Use the four generic mana from the Spectral Guardian (compliments of the Energy Tap) and have the Amber Prison tap the Cursed Totem.

8. Tap your remaining five lands to create a 1/1 artifact token with The Hive.

9. The red Atog eats all 14 artifacts in play: Mishra's Factory, Cursed Totem, Armageddon Clock, Elkin Bottle, Tetravus and three tetravite tokens, Amber Prison, The Hive and a giant wasp token, Standing Stones, Soldevi Steam Beast (Red Ward does not prevent sacrifice), Righteous Avengers (artifact creature with Ashnod's Transmogrant).

10. Atog ends up 29/30.



HOUSE RULES

By Rick Moscatello

All hail Caesar! Emperor rules for *Magic: The Gathering*

Ever wanted to get six people involved in a single all-out *Magic* bash but couldn't figure out how to add players and still get a fair, fun game? Look no further than this *Magic* variant. Emperor games allow a pair of three-player teams to have at it without radically altering the game or introducing awkward mechanics.

In Emperor, only the emperor's life matters (naturally). The other two team members are "generals" and live only to protect the emperor and do his bidding. The emperor player, therefore, should always be addressed as Lord So-and-So (i.e., "Lord Jim," "Lord Chucklehead" etc.).

Object of the Game

Kill the emperor. When the emperor dies, the team loses. A team can lose a general (even both!) and still win the game—the only thing that matters is the health of the emperor. Enemy emperor dead: you win! Your emperor dead: you lose! Any questions?

Setup

Emperor is best played with each team sitting on opposite sides of a table, with one general sitting on either side of his emperor. Use Standard deck construction rules.

Rules Changes

Roll to see which team goes first. Play moves around the table, starting with one general on the team going first, going through all members of the other team, the other friendly general and ending with the emperor for the starting general. (See the "table layout" sidebar. C or X could go first, with play going clockwise around the table.) This makes going first not much of an advantage, so just chuck the "play or draw rule" for this variant.

Next, note how the generals form a barricade in front of the emperor. Creatures can only attack the player next to them, so there's no way to attack the emperor until one of his generals is eliminated. Even then, only creatures "in the area" adjacent to the fallen general could attack the emperor.

Why say "in the area" instead of "creatures the general summoned"? In this variant, a new phase is added after each attack phase called the *march phase*. During a player's march phase, he can "march" creatures he controls from one friendly "area" to another. Creatures with summoning sickness, that are tapped or that have attacked can't march, and any creature that marches is automatically inflicted with summoning sickness for the turn it marches, regardless of any other effect in the game.

Note that creatures can only march to an adjacent area—a general is adjacent to his emperor, but NOT adjacent to any *friendly* general. Creatures that are marched into another area are now under the new player's control. If creatures are taken (via Ray of Command or Control Magic and the like) and then returned to owner's control, they come back in the owner's area, not the area they were taken from.

When a general is eliminated, all cards he owns are removed from play—nobody likes to just sit and wait for the game to end so he can take his Shivan



Photos courtesy Everett Collection



"Veni, vidi, vici." Play as the Emperor and kick some bvtt.

SAMPLE DECK

Emperors play the game a bit differently than generals—they hope to avoid direct combat, but they need to support their generals, as well as interfere with the opposing generals' schemes. Here's a good Emperor deck (by current Standard rules):

- Use the Remedies and Reflect Damages to keep your generals alive (and to actually be able to fire some damage at the opposing generals).
- Stock up on counter-magic for when one of your generals is eliminated. Same goes for Fireballs. If all goes as planned, you'll be totally prepared when one of your generals is knocked off.
- Nothing beats Prosperity for effective card drawing in emperor. Don't hesitate to use these early in the game to give your generals a boost.
- Speaking of card-drawing, use the Library of Leng to make sure you keep all the cards you draw.

Artifacts
2 Amber Prisons
1 Feldon's Cane
2 Fountains of Youth
1 Library of Leng

Blue
4 Counterspells
2 Desertions
3 Dissipates
2 Mahamoti Djinns
2 Prosperities

Gold
2 Reflect Damages

Red
4 Fireballs

White
2 Disenchants
2 Remedies
4 Serra Angels
4 Swords to Plowshares

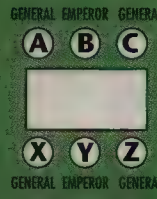
Land
4 Cities of Brass
2 Thawing Glaciers
10 Islands
2 Mountains
8 Plains

home. Also at that time, all cards that are in his area that he does not own are placed in their owner's graveyard.

Finally, there's the issue of "range." Spells and effects have a range of one "area," counted just like in the marching rules. This means a player will always be able to affect one member of his team and one member on the opposing team—notice the emperors begin out of range of the enemy and each other. Players out of range are considered not in play for purposes of non-targeted effects.

TABLE LAYOUT

B and Y are emperors.
A and C are the generals for B.
X and Z are the generals for Y.
Creatures can march from A to B, B to A, B to C and C to B. (Same idea for X, Y, Z, with Y the emperor.)



Generals A and X can attack each other as can Generals C and Z. Emperors B and Y cannot attack each other. If A dies, X can attack the opposing emperor, etc.

Examples of Play

In the "Table Layout" example, if General C casts a Lightning Bolt on General Z, opposing Emperor Y can't Counterspell the Bolt—the Bolt is coming from somewhere out of range. However, Y *can* prevent the damage to Z, since the damage (which is what he is targeting) is happening in his range. Emperor Y's Prodigal Sorcerer can't poke anyone from opposing General A's or Emperor B's area, though Y could march the Sorcerer to General X's area and then its ability could be used against A (sometimes this makes it a bad idea to remove a weaker player).

As another example, suppose General A summons a Talruum Minotaur (which doesn't get summoning sickness). Instead of attacking, he could march it to his Emperor B—but the Minotaur wouldn't be able to attack afterwards. Emperor B wouldn't be able to march the Minotaur to General C on the same turn, since the Minotaur is sick, but he could march it there next turn.

Finally, if Emperor B casts Armageddon, then he and his generals bury all their land. The opposing emperor and generals are unaffected so this would be a bad idea in most cases. Same goes for any global-effect spell.

How to Win

There's only one way to win (all together now): kill the opposing emperor! While reducing him to zero life is the most common way, running him out of cards is certainly an option as well.

Building your own Empire

Standard *Magic* is already a game of infinite possibilities, but by working together in an Emperor game, you'll discover a whole new range of options and cool tactics. Building a set of three complementary decks (such as three rat or goblin decks) is even more challenging than building a tournament deck. Welcome to a whole new way to play!

Rick Mescotello likes to dress up in a crown and purple robes, even when he is not playing Emperor Magic.

Only the daring need apply!

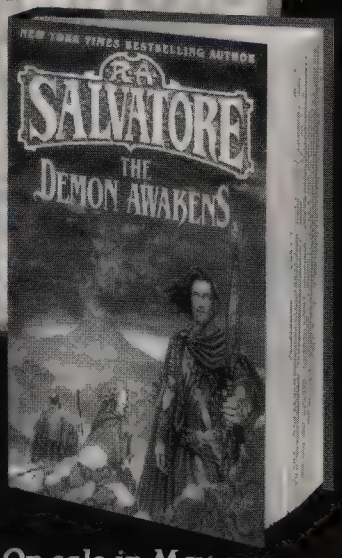
WORLD AVAILABLE

Fully furnished with goblin armies, elves, centaurs, crusading monks, warrior women, bloodthirsty demons. Equipped with ancient enchantments and magical stones from the heavens. Plenty of room for epic battles and dangerous quests.
Extremely affordable.
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READY FOR IMMEDIATE OCCUPANCY

R. A. SALVATORE

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TO TAKE YOUR SWORDS,
YOUR SHIELDS,
AND YOUR SPELLS...
AND JOIN THE ADVENTURE.
READ IT. *LIVE* IT.



New York Times–
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basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS

by bryan winter

The *Dark Eden* collectible card game is a totally new CCG based on the popular *Mutant Chronicles* setting. You may be familiar with the original *Mutant Chronicles* CCG, *Doomtrooper*. Unlike its predecessor, which covers man-to-man combat, *Dark Eden* features empire building, resource management and battles involving multiple warriors.

The goal of *Dark Eden* is straightforward. Collect 50 victory points before your opponents can do the same. But getting there is no easy task. To assure victory, you must build up your turf, play warriors to defend it, play more warriors to attack your opponents and make sure everything has enough food and fuel to stay in play. Do all these tasks seem a bit daunting? Read on!

Deck Construction

Decisions, Decisions. Before delving into general game strategies, we should first discuss deck design. As with any CCG, your deck-building skills can win or lose the game. With *Dark Eden*, it is even more important. Your entire strategy depends on initial deck-design choices.

Your first order of business is to decide which commander to use. In addition to providing essential starting resources, your commander gives your deck its primary affiliation. Since each affiliation has its own strengths and weaknesses, this initial decision will affect the rest

DARK EDEN

PUBLISHER: **Heartbreaker Hobbies**
DESIGNER: **Bryan Winter**
SET SIZE: **303 cards**
RELEASE: **April 1997**
PACKAGING: **60-card starter decks; 15-card booster packs**
SUGGESTED RETAIL: **$8.99 per starter; $2.99 per booster**

Dark Eden™ & © Target Games AB

Basic training

of your deck, especially your resource production capabilities. For this article, let's just stick to the four primary affiliations.

The Sons of Rasputin. This is by far the affiliation with the greatest technological power. They have the best vehicles, good cavalry, but only fair infantry. A Sons of Rasputin deck must take advantage of this mechanical superiority, which means lots of raw materials and fuel. Vehicles are powerful, but they are also expensive, and warriors tend to die pretty quickly during the game. So be sure to augment all that firepower with some ground troops that you can get into play quickly and frequently. Unfortunately, this means having to stock plenty of food as well.

Crescentia. If you like animals, the Crescentian nomads are for you. Their cavalry is the best in the game. The fanatical infantry provide plenty of destructive opportunities, but their vehicles are sub-par. A Crescentian deck is easy as far as resources are concerned. All you really need is food and plenty of it! And don't forget about Crescentian prophecies—they are a vital resource all their own.

The Templars. The Temple of the Deified Children of Mother Earth produces the most powerful infantry in the game. Their cavalry is fair but they also suffer in the vehicle department. Like Crescentia, the Templar deck depends on heavy food production. Unlike Crescentia, they don't have a special ability like prophecy to help them out. All they have are their big mutated fists. A Templar deck is probably the easiest to create, which is why it is featured in the deck-building section (see "The Deck" sidebar).

The Lutheran Triad. Every great epic has its underdog. The Lutheran Triad affiliation has a tough time on *Dark Eden*. Their vehicles make the Sons of Rasputin laugh. Their horse-like cavalry causes snickering among the Crescentians. Their infantry produces only chuckles from the Templars. How can they survive in this bleak world? Faith! The Lutheran Triad depends on sacrificial rituals to instill strength in their forces and headaches for your opponents. As far as resources are concerned, a general mix is required. Just be sure to get those patriarchs into play quickly and keep them defended!

Before you make your final commander choice, don't forget the "identical commanders" rule, which forces you to switch decks with your opponent if both of you are using the same commander! Some commanders (like Kommendant Leitheusser) are better than others, which may initially affect your decision. But if anyone else decides to use the same commander, you'll be at the mercy of your opponent's deck-building skills!

After you've chosen a commander, it's time to build your deck. Start with warriors. Pull out all the warriors that have the same affiliation as your commander and study their interaction. Many warriors affect their peers in one way or another. Exploit that built-in support. Think about which warriors you want in your borderlands, and which you want in your warband. You can't win without a strong offense, but you will certainly lose with a weak defense.

Decide on your strongest battle tactic and stick to it. The basic set deals mostly with land warfare, but sea and air battles are possible, so plan for all types of attack. Often this will mean a few sacrificial lambs in your borderlands.

After warriors, the most important part of your deck are establishments. They provide you with terrific advantages in the game, but remember that each establishment you put into play is another your

Anatomy

DARK EDEN Card Dissection



A. **Card Type:** Card types are designated by their design. This is an establishment, ready to be built in your turf.

B. **Card Name:** Yeah, yeah. Get on with it!

C. **Affiliation:** Shows with which affiliation the card associates. If it's blank the card has a general affiliation and may be played by all players.

D. **Combat Value:** The higher the number, the better the beater. For establishments, this is also the number of victory points the card is worth if it is razed.

E. **Battle Tactics:** Tells if the card may participate in land, sea or air combats.

F. **Resource Icons:** Indicate the number of natural resources the card provides or requires each turn. Red icons are consumed by the card; blue icons are produced by the card.

G. **Special Effects and Restrictions:** You know, card text.

H. **Neighbor Allowance:** Found only on establishment cards, this number tells you how many other establishments may reside next to this one.



opponent can raid. The simple trick would be to keep the establishment count low, right? Not quite. First, establishments produce vital natural resources which you simply cannot do without. Second, establishments protect your commander, which is a convenient source of victory points for your opponent. Third, establishments provide special abilities that can make your game.

Don't add resource providers until you have decided on warriors and ability-providing establishments. If you have cavalry or vehicles in your deck, don't forget to load up on Livery and Vehicle Works cards. Then take a look at your deck so far and determine your resource needs. *Dark Eden*'s resources are not like *Magic*'s mana colors, so forget about those color-management strategies. Instead, visualize the course of the game and plan your resource production accordingly. Plan for a surplus. You can never have enough gold. Not only is it important for intrigue card effects, but you can use it to buy needed resources during your balance step.

The rest of the deck (you still have room left over, right?) is dedicated to intrigue cards. Intrigue cards are the most important element in your deck. Any slob can throw together a bunch of warriors and buildings, but it takes real savvy to add the right intrigue cards. There are some which are essential, like Think Again! to counter opponents' intrigue cards and Fix The Books to ensure a balanced dominion. Pick cards that augment your affiliation. Crescentian decks should have prophecies and Lutheran Triad decks should have rituals. Try to add sneaky tricks for combat and ways to screw up the balance of your opponents' dominions. Enhance your primary battle tactic, and keep a Death From Above or two on hand for that element of surprise. Subversives and sabotages are a lot of fun if you have the space.

The most important thing to realize is that it will almost never be perfect. There are simply too many factors in the game to cover all your bases. Decide on a strong battle tactic and accept the fact that you will not be able to stop every raid.

the deck

The Templar Horde

This 60-card "weenie madness" deck is constructed using only common cards, to emphasize the fact that an all common deck is viable. It probably won't win the World Championships, but it isn't anything to sneeze at. This deck features the Templar affiliation, because it is a bit more straightforward than the other affiliations, with no restrictions or special abilities to worry about.

Ingredients

COMMANDER
Montagne

WARRIORS
5 Horde Troopers
5 Horde Centurions
3 Predatorians
3 Tusked Scratts
3 Seaman
3 Starred Crows

ESTABLISHMENTS
4 Arable Lands
5 Deep Mines
1 Espionage Agency
3 Liveries
3 Security Stations

INTRIGUES
2 Connections
3 Denieds
3 Eureka!
2 I'll Take That
2 Militias
5 Potentials
5 Think Again!

This is a very "obvious" deck in that it does not rely on sneaky tricks and subtle combos. Instead, it focuses on massive gold production and purchasing power. This is also a very "fast" deck, and if card throughput is at a maximum, reshuffling will occur more than once. The disadvantage is that the Think Again! cards are annihilated after use, and as the game wears on, the deck becomes less vicious. A smart player will hold these cards until completely necessary.

• **Montagne** is the only common Templar commander, but he is still a good choice. He is able to double your surplus gold, which will increase production. Montagne also provides an even spread of resources.

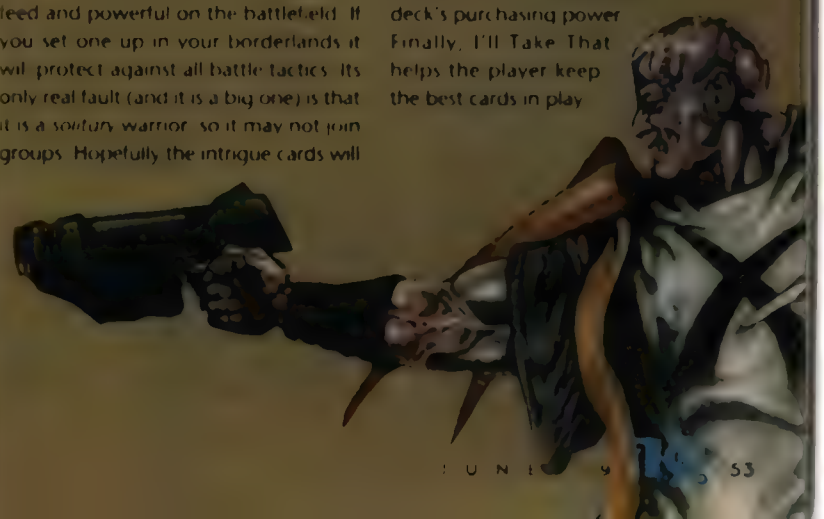
• The **Horde Trooper** and **Horde Centurion** pack a terrific one-two punch. The Trooper weakens any infantry opponent right off the bat and provides centurions with a powerful +2 bonus. A group of troopers and centurions is a powerful thing to behold!

• The **Predatorian** is both cheap to feed and powerful on the battlefield. If you set one up in your borderlands it will protect against all battle tactics. Its only real fault (and it is a big one) is that it is a *solitary* warrior, so it may not join groups. Hopefully the intrigue cards will be able to save its bacon.

• On to **establishments**. Not much is needed here. The warriors in this deck require a great deal of food. The Horde Centurion and Security Stations need raw materials. Fuel can be ignored altogether. Since this deck provides a lot of gold, it can be used to pay for the relatively few raw materials needed and any leftover food requirements. So this deck maxes out on Deep Mines, but has fewer Arable Lands and no Ore Deposits or Oil Fields. Of particular importance is the Livery so Cavalry can enter play and the Security Stations to protect the turf. The Espionage Agency is thrown in for fun.

• Combat enhancement is provided by **Potential** and **Militia**, which will both take advantage of the deck's gold surplus.

• **Think Again!** and **Denied** ensure the opponent doesn't get the upper hand. Connections and Eureka! only increases the deck's purchasing power. Finally, I'll Take That helps the player keep the best cards in play.



Play Strategies

Okay, you have a deck, but what to do with it? How you *don't* use your deck can be as important as how you *do* use it. It won't do you any good to slap down your entire hand only to have most of it discarded in the balance step. Cycling through your cards is always a key to victory, but make sure you get to use those cards first. Speed can kill. Fortunately, you can plan for deck recycling.

The structure of your turf is important. Most of the cards in your turf will be exposed to raiding parties, but try to build your turf so your most important cards are protected. The first four establishments you place should surround your Commander. If you have a really important establishment in your hand, you may wish to hold off building it until you can also build around it.

Learn how to use the Form Attack Group and Form Defense Group actions. While the combat system is essentially man-to-man, you can alter the strength of a single unit of warriors by joining them together. The major disadvantage of a defense group is that your warriors with multiple battle tactic capabilities may become limited. Attack groups suffer because they break up after combat, so each member of the group is left vulnerable until your next turn. Such is the price of antagonism!

Now comes your balance step. This is often where your opponents can do some damage. Remember that all the warriors and establishments you played this turn must be paid for before they are allowed to attack and raid. A trick which will become familiar to all players is to load your warband up with killer warriors that you would never be able to afford, then play Fix The Books when your balance step comes along. In one fell swoop your entire dominion is balanced and you can get ready to send those monsters over to your opponent. You may want to keep a Think Again handy in case your opponent has a Think Again of her own. The only drawback is that another balance step is only a turn away.

When attacking, plan for your raids. Focus on breaking through the borderland defenses so you can send waves of raiders in later. Remember that each warrior may attack *and* raid on the same turn, so don't hold back.

Ready Your Raiding Parties

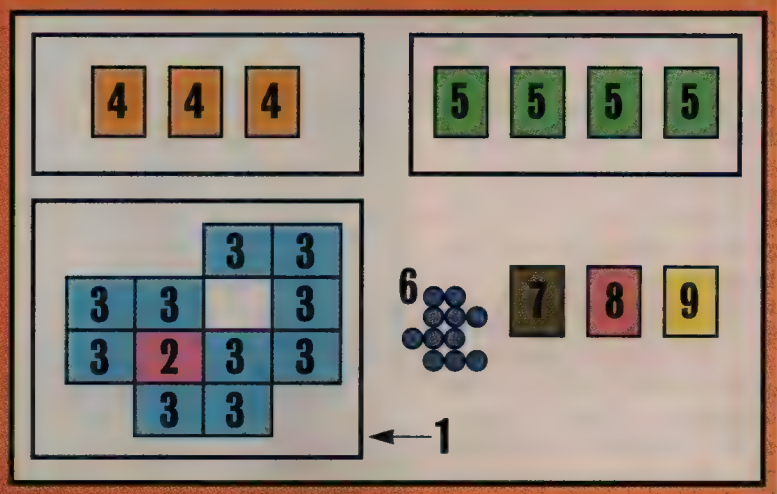
Don't plan on insta-kills in this game. They are simply impossible. *Dark Eden* is a very fast-moving game that does not take long to finish, but you won't be able to win after three turns. A deck that relies on long-term strategies and a gradual buildup of resources and forces will prevail.

This article has been more about deck-building than actually playing the game, which should be a reflection of the importance of a solid deck. The game itself is quite easy to play. Like *Doomtrooper*, the rules are straightforward and designed to get you playing right away without much rule juggling. The real strategies are in the cards themselves, ready for you to discover!

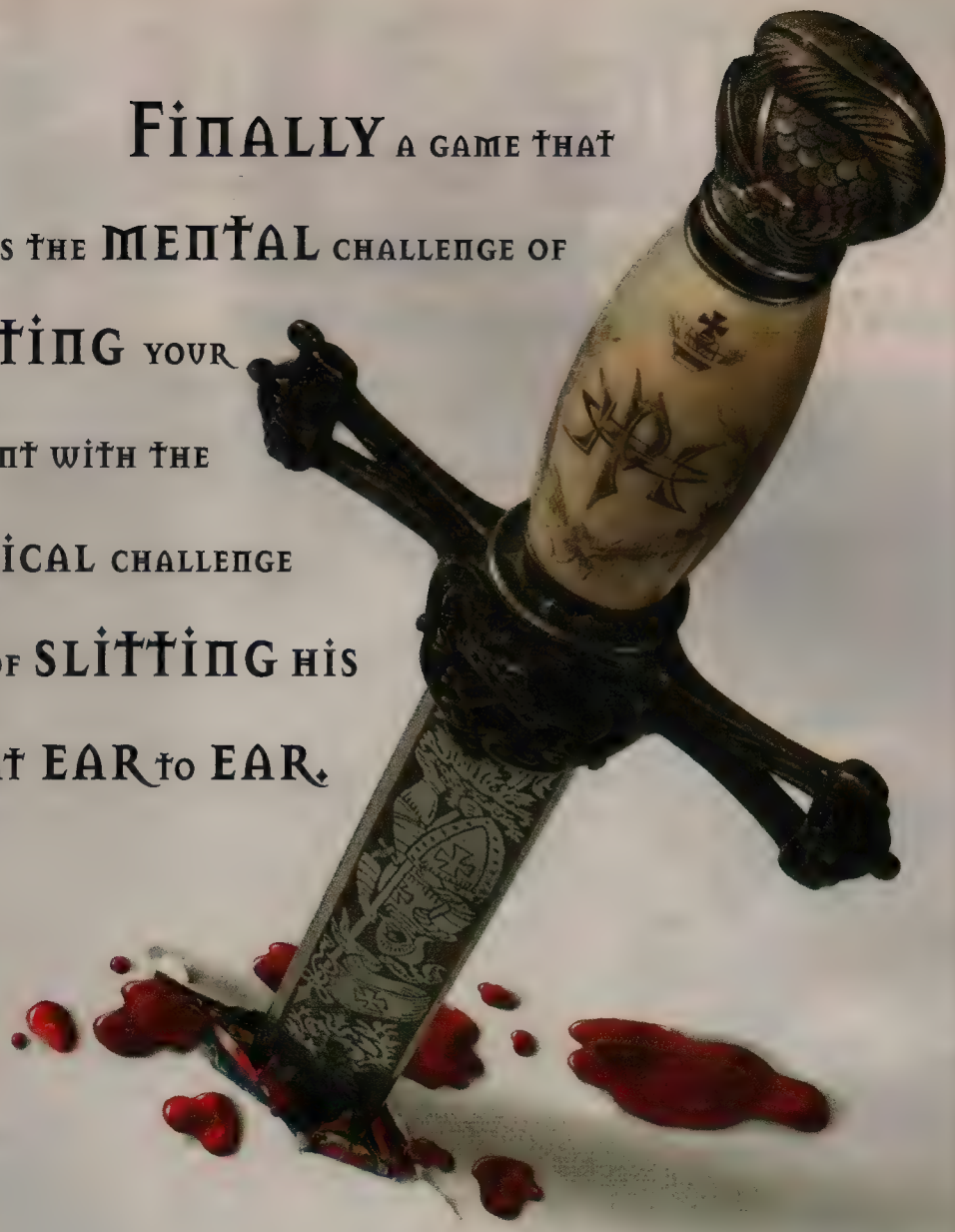
Bryan Winter has the dubious honor of designing more collectible card games than anyone else on the planet. His credits include Dark Eden, Doomtrooper, Kult, James Bond 007 *and* The Crow. *His socks always match.*

The Playing Field

1. **Your Turf:** This is the "village" you build up throughout the course of the game. It is also the target of your opponents' raiding parties.
2. **Your Commander:** This is the leader you are playing in the game. You begin the game with this card in play. The commander is the "central" card in your turf. It provides essential beginning resources and a special ability unique to the other commanders.
3. **Establishments:** You build establishments in your turf to provide additional resources and special abilities. Establishments are worth victory points to your opponent if they are successfully raided.
4. **Your Borderlands:** Warriors are placed here to defend your turf.
5. **Your Warband:** Warriors are placed here to attack your opponents' warriors and raid their turfs.
6. **Your Gold Reserves:** Surplus gold is stored here. Gold units are used to pay for various card effects or to purchase needed food, raw materials or fuel during your balance step.
7. **Your Draw Pile:** Every CCG's got one.
8. **Your Discard Pile:** Yep. It's got one of these, too. If your draw pile runs dry, you get to reshuffle your discard pile and make a new draw pile. Golly!
9. **Your Annihilated Pile:** Some cards are "annihilated" after they are played, which means they may not come back to the game.



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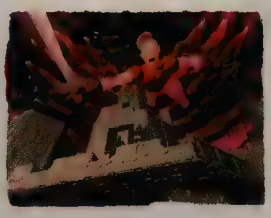
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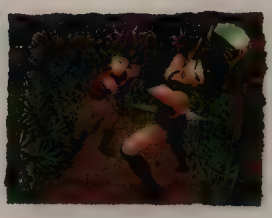
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ROLE CALL



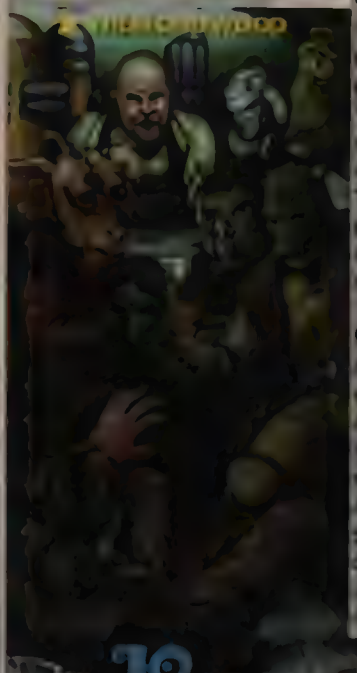
By MATT FORBECK

MAY roleplaying releases



▲ HEDGE MAGIC





HIVES OF SCUM AND VILLAINY

Not too much in the way of brand-new roleplaying games this month around, but there's plenty to keep fans of already existing games rolling straight through into the dead of summer.

ALDERAC ENTERTAINMENT GROUP

CALL OF CTHULHU: The first supplement for the *Legend of the Five Rings* RPG is a GM's screen with a 32 page booklet featuring optional character creation rules, a two part introductory adventure and a scenario describing the battle at Usagi Castle for the mass combat system. $12

ARCHANGEL ENTERTAINMENT

DIE IS CUT AGAIN: The first supplement for *Extreme Vengeance* is released hot on the heels of the game itself. In keeping with the whole line, this book is short, inexpensive and jam packed with action. 32 pages. $8

ATLAS GAMES

MAGIC MAGIC: This long-awaited sourcebook introduces four new types of non-Hermetic magical traditions into *Ars Magica*. Play the Cunning Folk, Natural Magicians, Spirit Masters and Ascetics. 80 pages. $13.95

CHAMELEON ENTERTAINMENT

CONTRARY CONTINUUM: The second campaign book in the *Psychosis* series puts the players in another uncomfortable situation. You set off to figure out who you are, and you're probably not going to enjoy the answers. 168 half sized pages. $15

THE GAME RESOURCE KIT: The second supplement for *The Nameless Project* includes a GM's screen and a 24 page booklet chock full of stuff for the game master's eyes only. $12

CHAOSIUM

ARCANUM: This supplement for *Nephilim* gives complete information about all the Major Arcanum societies of the Nephilim. This includes secrets, sample NPCs and scenario suggestions. 128 pages. $19.95

ARKHAM SANITARIUM: This packet of roleplaying props for *Call of Cthulhu* comes with a committal form, a death certificate, sanitarium letterhead, a certificate of insanity, business cards and more. $14.95

CORUM: This sourcebook for *Elric!* covers Michael Moorcock's series of novels and stories on Corum, yet another facet of the Eternal Champion. It's got new rules and background to help you play in this epic Celtic fantasy. 128 pages. $19.95

MYTHOS: Set in the roaring 20s, this series of 15 mini-scenarios can be used for short *Call of Cthulhu* games between the longer parts of your campaign. The last five actually work together to form a mini-campaign of their own. Produced by Cthulhu House. 64 pages. $9.95.

DESTINATION GAMES

DEMON CONTUSION: The heroes are called upon to rid the land of a legion of demons on "R & R" from their war in another dimension. A fantasy adventure for any game system. 32 half sized pages. $4.95

SECT OF THE BLACK PEARL: Beware those bearing the mark of the Black Pearl, the underdwellers of the city that worship dark gods. A fantasy adventure for any game system. 32 half sized pages. $4.95

EIDOLON STUDIO

ENTER ARCH DAVE: Terry Amthor, creator of the *Shadow World* fantasy roleplaying setting, has licensed the world from ICE. This first sourcebook details the Haestra region and features a history of the Emerany Empire and new maps, including a color map of the region. 120 pages. $20

FASA

THE BLOOD WOOD: This *Earthdawn* sourcebook unveils the secrets of the elves of the Blood Wood and their eerie forest home. Learn all about the humanoids with the ever-dripping wounds. 184 pages. $18

IMPERIUM

PSIONIC INSTITUTE: Manipulators of mental forces need someone to teach them their craft, and this book describes places from the lowest universities to the lowest back alley sanctums. Learn all about the Psionic Institutes in the early days of the Sylean Empire. 112 pages. $22.95

NEW MILLENNIUM ENTERTAINMENT

CRYPTOZOOLOGY: *Conspiracy X* explores the

truth behind legendary creatures the world over. There are two descriptions (from Aegis' and the Black Book's point of view) and two sets of stats for each creatures, and it's up to the GM to choose which to use in his or her game. 160 pages. $18

PAGAN PUBLISHING

REALM OF SHADOWS. This *Call of Cthulhu* campaign is set in 1940 in Massachusetts, the Dreamlands and the jungles of French Guiana. Your investigator learns about the Ghoul Cult and becomes ensnared in its evil plans. 192 pages. $19.95.

PINNACLE ENTERTAINMENT GROUP

WORMS! DIME NOVEL #3. Wormy Simpson is running rampant through a defenseless town with a herd of Mojave rattlers, and it's up to you to put an end to his reign of terror. This *Deadlands* book features a full-length novella plus an adventure based on the story. 64 half-sized pages. $4.95. ▼



R. TALSORIAN GAMES

FIRESTORM: SHOCKWAVE. The sequel to *Firestorm: Stormfront* wraps up the storyline that knocks the world of *Cyberpunk 2020* to its knees, reshaping the future in preparation for the imminent release of the third edition of *Cyberpunk*. Cybertans can't miss it. Size to be determined. $18

STEVE JACKSON GAMES

GURPS PLANET KRISHNA. The world of Krishna (based on L. Sprague de Camp's stories) combines space opera with hard science fiction and a tongue-in-cheek attitude, and now your *GURPS* players can experience it for themselves. 128 pages. $17.95.

TSR

COLLEGE OF WIZARDRY. The second in a series of *AD&D* books that examine the various guilds and temples of fantasy settings, this tome explores the clubs that every wizard wants to join. Includes a full-color mapsheet. 96 pages. $15.95.

JAKANDOR: ISLAND OF WAR! Part of the *AD&D* game *Steel & Bone* campaign, the players are barbarians and shamans from Knorr that have carved out new lives for themselves on the island of Jakandor. Unfortunately, undead hordes want the island for themselves. 320 pages. $20.

LANDS OF INTRIGUE. This *Forgotten Realms* expansion for the *AD&D* game reveals the secrets of Amn and Tethyr, two kingdoms along the Sword Coast. Boxed set (96-, 64-, and 32-page books and two mapsheets). $30.

SERVANTS OF DARKNESS. The latest *Ravenloft* adventure for *AD&D* traps the heroes in a massive witch hunt. Caught between savage hunters and terrible witches, the heroes must save innocents from being killed in the crossfire. 64 pages. $12.95.

WEST END GAMES

HIVES OF SCUM & VILLAINY. Despite what Obi-Wan said about the Mos Eisley cantina, there are a lot of contenders for "most wretched." This *Star Wars RPG* book covers eight of them. 128 pages. $18.

IMPERIAL DOUBLE CROSS. This stand-alone gamebook teaches you the *Star Wars RPG* as you play your way through the book. Stowaway on the ship of an infamous smuggler and make your way through a galaxy far, far away. 64 pages. $10.

WHITE WOLF

DARK AGES COMPANION. If you didn't get enough medieval angst in *Vampire: The Dark Ages*, this book adds all sorts of new information on this game and its setting and includes a 24-page comic by Guy Davis (*Sandman Mystery Theatre*). 160 pages. $18.

GUILDBOOK: HAUNTERS. This *Wraith: The Oblivion* sourcebook reveals the secrets of the insane Haunters. It features new uses of the Pandemonium Arcanos and the chilling truth about what the Haunters are really after. For mature readers. 72 pages. $12.

SILVER FANGS TRIBEBOOK. The Silver Fangs are the traditional leaders of the Garou, and in this *Werewolf: The Apocalypse* sourcebook, you learn all about them. This is the 10th in this popular series, and it includes a mini-comic. 72 pages. $10.

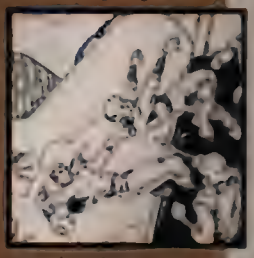
THUMBS up!



InQuest Product of the Month

Extreme Vengeance

Lately, action movies have been getting a lot of attention in the world of RPGs, particularly those from Asia. *Feng Shui* and *Hong Kong Action Theater* have done a great job of simulating those kinds of films, and now Archangel Entertainment presents a game to represent American style blockbusters with *Extreme Vengeance*.



You'll find no Jackie Chan here—this is a game for Arnold Stallone and Jean Claude Van Damme style heroes, with lots of firepower and explosive special effects. What's more, the characters know that they're fixtures in movies and can take advantage of it—like using a Dramatic Slo Mo to avoid damage or a Catch Phrase to raise the Excitement Level, allowing for more powerful successes.

This action packed RPG introduces the Cinematic Action game system for some of your pants-adventures that would have British spies crying for their manners. It's short, sweet and to the point, with a tongue-in-cheek attitude and a cover by Don Brazier. Oh, and it's cheap, too. 80 pages. $10.



Extreme™ & © Pinnacle Entertainment Group Ltd. Extreme Vengeance™ & © Archangel Entertainment

The Weatherlight™ Crew Contest

A new saga in *Magic: The Gathering* begins as the *Weatherlight* takes flight this June! *Weatherlight* isn't just the latest expansion...it tells the story of Gerrard and the rest of the crew as they gather forces to rescue Captain Sisay from the evil Volrath.

One problem: Gerrard is a little short on crew-members! But helping him out could mean big prizes!

HOW TO PLAY:

Lend a helping hand to the *Weatherlight* as she journeys through the planes by designing a new character for her crew. Do whatever you want—send in a drawing of what your crew member looks like, write a brief description of how cool they are...just be creative! Winners will be chosen on originality and creativity.



Grand Prize (1): One lucky reader will win a complete set of *Weatherlight* cards and a *Weatherlight* poster featuring art by Donato Giancola!

Second Prize (10): Ten first prize winners will each get *Weatherlight* booster packs and a *Weatherlight* T-shirt!

This month's contest is sponsored by Wizards of the Coast, not to be confused with *Wizard* of this coast.

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Fill the entry form out, attach it to your submission, put it an envelope and send to:

Weatherlight CONTEST

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Deadline is **June 30, 1997!**

Magical Legal Stuff

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast, their immediate families and anyone named Volrath. Print your name, age, address, city, state, zip and telephone number with area code on the official entry form, a standard postcard or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Weatherlight Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by June 30, 1997. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on July 15, 1997.

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For a list of winners, available after July 15, 1997, send a self-addressed stamped envelope to: *Weatherlight* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Weatherlight

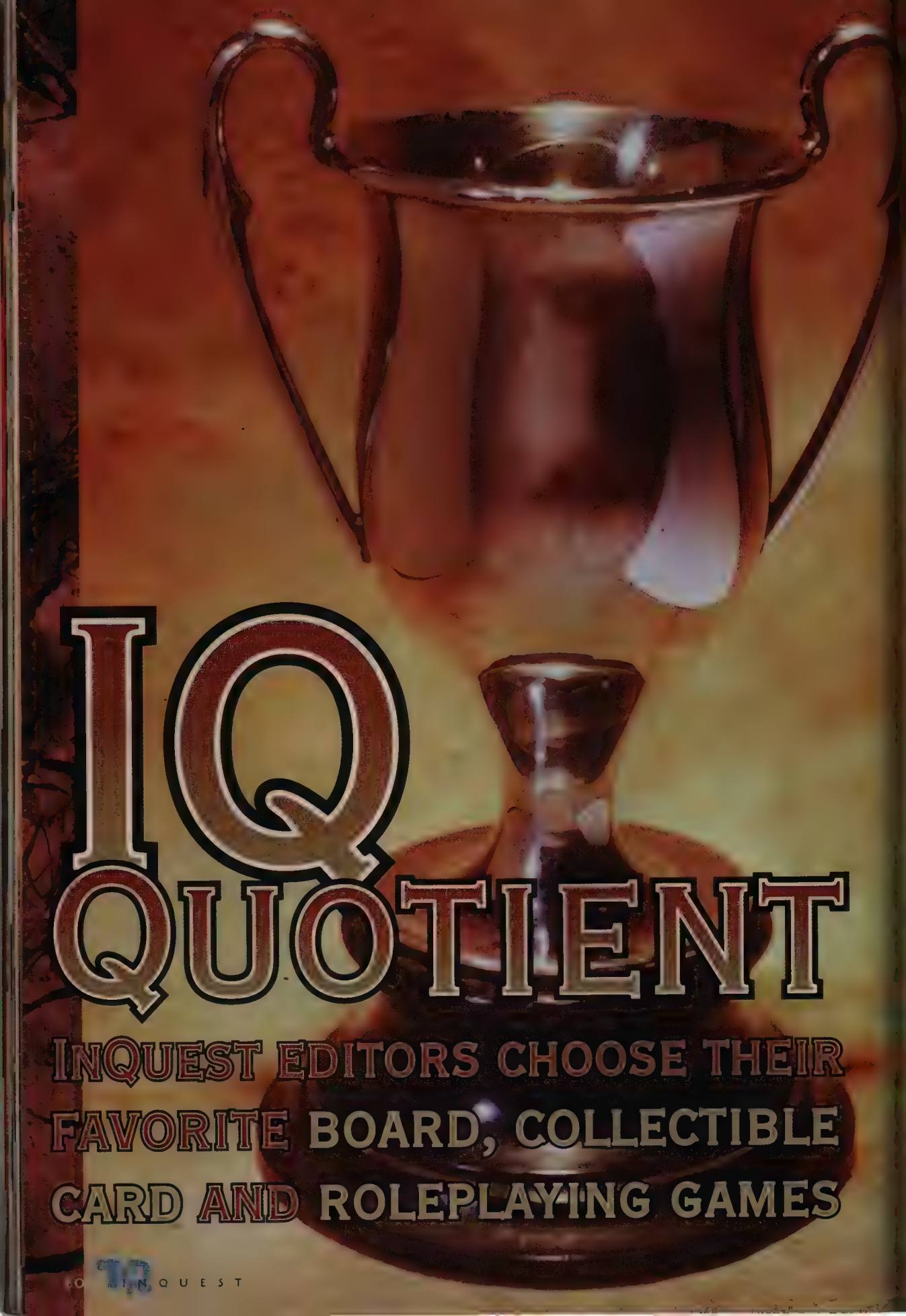
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QUOTIENT
INQUEST EDITORS CHOOSE THEIR FAVORITE BOARD, COLLECTIBLE CARD AND ROLEPLAYING GAMES

BY THE *INQUEST* STAFF

What's the best game on the planet? The one game you'd rather play than wasting time watching the fourth *"Star Wars"* movie, chucking the pigskin around with your friends on real stadium turf or spending 16 straight hours with Winona Ryder? The one game you shouldn't live without?

Uh, there isn't one. But we can give you an idea of the games we, the editors of *InQuest,* love the most. Think of them as inductees to the *InQuest* "Hall of Fame." That's not to say that the 10 games which follow are better than everything this side of Alpha Centauri—it's really up to you to decide which games you enjoy the most. These are just our favorites.

So spread out those boards, dust off those dice and pull those cards outta plastic as we choose our 10 all-time favorite games...

#10 Wraith: The Oblivion



ORIGIN: White Wolf Game Studio, Spring 1994
GENRE: Roleplaying game
TRACKING IT DOWN: Easier than falling in a Nihil. Call 'em at 800-454-9653. Or, if you're feeling adventurous, try their web-site at www.whitewolf.com.
CLAIM TO FAME: The rich background and innovative gaming techniques make the dead live.
WHY IT'S COOL: This list wouldn't be complete without one of the Storyteller games and, though *Mage* comes close, no game brings out the best qualities of the World of Darkness like *Wraith.* Faced with the most tenuous form of immortality, the ghosts of the Shadowlands try to keep from falling prey to their dark sides (played by other players) while protecting the things that they value—their goals, their loved ones and their memory. Not so different from us, in a way. *Wraith* is a poignant game of death and what comes after, and a real roleplaying challenge.

Trophy © Index Stock Photography, Eric Kemp, 1994.

#9 Mythos



ORIGIN: Chaosium, Spring 1996
TYPE: Collectible card game
TRACKING IT DOWN: You can contact those creepy Chaosium folks at 510-547-7681 or visit their web page at www.sirius.com/~chaosium/chaosium.html.
CLAIM TO FAME: *Mythos* sports a unique set of game mechanics that make it play more like a family board game than a CCG. That's a good thing.
WHY IT'S COOL: Whether you're a fan of H.P. Lovecraft or not, *Mythos* is a very enjoyable game with just the right amount of strategy and flavor. You take the role of an investigator who travels around Lovecraft country uncovering untold secrets and facing hideous monsters. There's a lot of flexibility in deck construction, which is like creating a story in and of itself. Great company support and a fantastic starter set (only $12.95 for two fully playable decks!) make *Mythos* one of the easiest CCGs to get into.

RoboRally #8



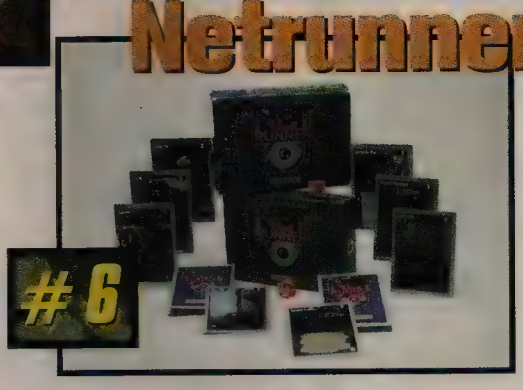
ORIGIN: Wizards of the Coast, Fall 1994
TYPE: Board game
TRACKING IT DOWN: Contact WotC at 206-624-0933. Their web page is at http://www.wizards.com.
CLAIM TO FAME: Richard Garfield first met with Wizards of the Coast to try to get *RoboRally*—a great game in its own right—published. The fledgling company liked it but couldn't afford to manufacture it. WotC asked Garfield for another idea; he came back with *Magic: The Gathering*.
WHY IT'S COOL: As a superadvanced factory-planet computer, you relieve boredom by programming racing robots. The cards you're dealt limit your movement; conveyor belts, crushing machines, bottomless pits and lasers complicate matters. This free-wheeling contest requires strong grasps of spatial mechanics and planning skills. A little ruthlessness helps, too. The game mechanics make you think like a computer, which is strangely cool, but Phil Foglio's farcical graphics make this a hilarious romp, which is even cooler!

Champions: The Super-Powered Role-Playing Game #7



ORIGIN: Hero Games, Summer 1981
GENRE: Role-playing game
TRACKING IT DOWN: We're fondest of the 4th Edition, available from Gold Rush Games. The latest incarnation, *Champions: The New Millenium*, features a new character generation system and simpler rules. It's put out by R. Talsorian Games: 510-549-1373.
CLAIM TO FAME: The point-based character generation system, still one of the best ever designed.
WHY IT'S COOL: Aside from the joy of rolling handfuls of six-sided dice in combat, there's still no game that captures the feel of comic books like *Champions*. Wanna play the X-Men? No problem. Wanna create your own new supervillain? A cinch. The Hero System mechanics, although a bit daunting to newcomers, let you build your character to your exact specifications: no random stats here. If you're new to roleplaying, you'll find no better source for learning the ropes than the latter half of the book. All in all, it's a nice balance between "roll" and "role" playing that keeps us coming back.

Netrunner #6



ORIGIN: Wizards of the Coast, Spring 1996
GENRE: Collectible card game
TRACKING IT DOWN: Another WotC game. See the listing under No. 8.
CLAIM TO FAME: The best integration of play mechanics, strategy and flavor found in a collectible card game.
WHY IT'S COOL: Lying. Stealing. Dropping 50-ton rocks from orbit. What more can you ask from a card game? *Netrunner* takes the ethereal world of cyberpunk computer hackery and binds it to a game with *two* distinct sets of rules and victory conditions...and it works! It's a game of high-tech secrets and blow-up-the-Death-Star snatch-n-grab runs. Plus, it's got what might be the world's most playable starter decks.

Settlers of Catan



#5

ORIGIN: Mayfair Games version was released in Summer 1996; however, the original German game came out in Fall 1995.
TYPE: Board game
TRACKING IT DOWN: You'll have to scour game stores for a copy of the first edition or new second edition (same game, different colored pieces).
CLAIM TO FAME: Germany's 1995 game of the year.
WHY IT'S COOL: The board game of choice at our lunch hour, *Settlers* is the perfect game of just enough player interaction, dice rolling and card drawing. Unlike another classic board game with a similar theme, *Civilization*, *Settlers* takes under an hour to play; it's so addictive you may shoot for multiple games in a single gaming night.

Economic expansion is the name of the game. You've got to decide whether to dig for ore, herd cattle, monopolize grain—or even venture near the desert. You've got to know when to hoard your resources and when to risk them on growing settlements and cities, when to barter and when to backstab. Are you going to grab the sea ports or finance the largest army? With *Settlers of Catan*'s customizable board, it's always a race to the finish line, with no game ever the same.

Advanced Dungeons & Dragons



#4

ORIGIN: TSR, Fall 1977
GENRE: Roleplaying game
TRACKING IT DOWN: If a bookstore carries one RPG, it's probably this one. Failing that, you can reach TSR at 414-248-3625.
CLAIM TO FAME: The grandfather of all roleplaying games, this revolutionary system started a trend that's still going strong 25 years later.
WHY IT'S COOL: To play any character—a good thief, an evil mage, an insane court jester. To explore the mysteries and treasures of uncharted dungeons. To come face-to-face with the saintly Ki-rin or loathsome Beholder. To actually immerse yourself into the story of your character and journey into a captivating fantasy world...it's what roleplaying is all about. It's like reading—no, actually participating—in a good book.

Well, *D&D* was the first game to bring roleplaying to our imaginations, and it's survived the tests of time ever since. *AD&D* added more character classes, more monsters and more info for dungeon masters everywhere—and they're still adding world campaigns, like the classic Ravenloft setting, even today.

The rules can be a bit overbearing sometimes—how many charts are there in this game anyway? However, if you do like us and only pick and choose the game statistics you really need, *AD&D*'s a classic system of solid character creation, magical spells and campaign guidelines. For those who live for fantasy, from the dungeon crawls to the exploration of the outer planes, there's no finer place to adventure.

Diplomacy



#3

ORIGIN: Games Research and Design, 1961
TYPE: Board game
TRACKING IT DOWN: The venerable Avalon Hill now owns this title. Call: 410-254-9200.
CLAIM TO FAME: The best strategy game on the planet that requires absolutely no die rolls.
WHY IT'S COOL: In *Diplomacy*, you're the leader of one of seven European countries around the turn of the twentieth century. Equipped with the finest military minds and political geniuses (you) and a vast array of armies and fleets (your pieces), you're bent on—what else, of course—world domination!

The beauty of this board game is its complex strategy within a set of simple rules. There are no dice rolls to take over territories, like in *Risk*; instead, players choose to ally with other leaders and work together to take over neighboring countries through simultaneous written moves for their pieces. Unfortunately, not everyone can be your ally.

Diplomacy is the ultimate game for role-players and tacticians. The only drawbacks: You really can't play this game with fewer than five players (seven recommended) and be prepared to give up, oh, say, seven or eight hours of your life. Still, it's probably the most brilliantly designed board game we've ever played.

Middle-earth

#2



ORIGIN: Iron Crown Enterprises, Winter 1995
TYPE: Collectible card game
TRACKING IT DOWN: Phone 'em at 800-876-4263 or set your browser to www.ironcrown.com.
CLAIM TO FAME: The beautiful artwork and quest-like goals capture the flavor of Tolkien's work like few other games.
WHY IT'S COOL: Never mind the very cool fact that you can win the game by leading Frodo and Sam to Mount Doom to dunk The One Ring...you can also create your own stories. Want to find out what happens when Gimli and Legolas finally take their trip to the Glittering Caves? Or maybe you just want to send Aragorn to the northeast to kick some dragon-butt? Since you can customize your deck however you want, the options are endless.

With its innovative "story over combat" system, *Middle-earth* is one of the rare licensed games that truly brings you into the setting upon which it is based. If you love "The Hobbit" or "The Lord of the Rings," this is a must-game for you. And with the coming of *Lidless Eye*, the new stand-alone expansion which allows you to play the dark side of Middle-earth, evil characters, the realm has just gotten bigger.

#1 Magic: The Gathering

ORIGIN: Wizards of the Coast, Summer 1993
TYPE: Collectible card game
TRACKING IT DOWN: You know the drill, check out No. 8.
CLAIM TO FAME: The world's first collectible card game.
WHY IT'S COOL: Back in late summer of '93, we spent five months tracking down a single pack of *Magic: The Gathering*. We loved card games. We loved fantasy. Sounded like a perfect match to us, and we couldn't wait for a chance at Air Elementals, Fireballs and Circles of Protection.

We were wrong. It was better than we expected.

To say we've played more hours with *Magic* than any other game–ever!—is an understatement. From playing fun themes like a deck full of giants or sea-sailing pirates to competing at the tournament level with speedy white weenie or killer Necropotence decks, the game possibilities are never ending. Got eight people? Jump into a massive multiplayer "chaos" game. Got two hours to kill by yourself? Customize a deck or two on your own. Whether you're summoning monsters or casting sorceries, who doesn't want to play in a fantasy setting chock full of alternate worlds, strange creatures and limitless magic?

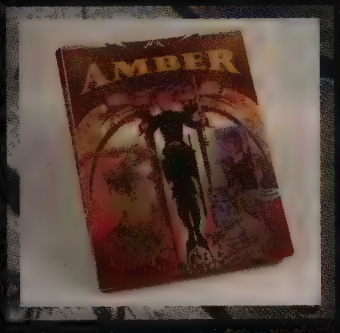
Sure, it has its faults (tons and tons and tons of rule changes), but with new expansion sets adding a wealth of cool cards and with a million different variants out there, *Magic* has remained a heckuva lot of fun to play.



Magic: The Gathering singlehandedly revolutionized the gaming world with a whole new way of playing games. That alone makes it "Hall of Fame" worthy. The fact that it may just be the best darn game ever designed makes it our No. 1 game of all time.

HONORABLE MENTIONS

Amber: Innovative and ahead of its time, *Amber*'s completely diceless roleplaying opens new boundaries in the world of gaming. With an emphasis on storytelling (sound familiar?), *Amber* dispenses with combat systems that slow you down and forces players to use their imagination as they never have before. Not to mention that it's set in a fabulous universe and has a cool character creation system which has players bid against each other for their starting stats.



Axis & Allies: World War II in a box. Reduces the biggest conflict in human history to a game of [illegible] without all the tedious writing. How could it not be fun?

Chess: It's inspired clubs, strategy books, big-money tournaments broadcast on the Internet and expensive computers doing their darnedest to beat top human players. So has *Magic*, with its catchy-looking cards. The difference: this classic board game of royal warfare offers simple rules and has existed for centuries.

Cosmic Encounter: The "game that breaks its own rules" has a relatively simple set of mechanics, but there are dozens of cards and special Alien Powers that let you break the rules. With rules being shattered left and right, every game is a unique experience. Tons of optional rules let you customize exactly what type of game you want to play.

Hearts: Clean, simple, and it only costs $3 to play. All the cards in the deck are dealt out, and the game is played in tricks. The object? Each heart is worth one point and you don't want to get any points. (That nasty Queen of spades is worth 13.) Simple? Yes, but the strategy is deceptive, and good players know what it takes to win.

In Nomine: Steve Jackson Games' RPG of angels and demons may be new, but it's already earned a place on the list with its devil may-care approach to the demands of supernatural roleplaying. Plus, the d666 mechanic makes cinematic roleplaying easy.

Kult: From a pure gamer's standpoint of view, few games are more fun than the *Kult* CCG. The game is incredibly easy to play, but there's certainly no shortage of strategy. Both players are trying to win from a limited number of resources, so you often have to steal from your opponent in order to win. Now that's what we call cool.

Mage: The Ascension: If you could change the world, down to its very foundations ... would you? *Mage* gives players the chance to toy with the rules of reality, and deal with the power and responsibility inherent in wielding magick. The big highlight is the magick system itself, in which nearly anything is possible.

Risk: There's no greater joy than dropping 30 army pieces on Kamkatchka and steamrolling across Asia and the rest of the world. You've got dice, you've got cards, you've got little plastic pieces, you've got world domination. What more can you ask for from this classic board game?

Scrabble: Have you ever felt the frustration of racking your brains for just the right word and coming up empty? *Scrabble* is that feeling plus some point totals and a gridlike board. One difference: Unlike life, this archetypal word-play game usually rewards you when the right word comes along.

Squad Leader/Advanced SL: Innovative, fun simulation of small unit actions in World War II. Due to its excruciating level of detail, this queen of infantry games has become a hobby within the hobby of wargaming. With hundreds of pages of rules (small type, too), a dozen expansions and several national tournaments, ASL devotees view it as "the one true game."

Mike Searle, Matthew E. Milliken, Jeff Hannes and Jason Schneiderman are all editors of InQuest. What are the odds of that, an article being written by four guys who all work for the same magazine, huh?

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Legal Things

The top
Type

10 cards for Magic II tournament play

By the *InQuest* staff

Hasta la vista, bay-beh! Yoooou're outta there! Wave bye-bye to Type II's restricted and banned lists. With the release of *Magic*'s Fifth Edition, every card from the basic set, *Alliances*, *Mirage* and *Visions* becomes Type II (Standard) tournament legal, at least for now.

All these new cards and rule changes have profound practical and philosophical implications incomprehensible to all but the likes of Hawking, Confucius and Garfield. (If you're asking yourself what a cranky orange cat has to do with any of this, punish yourself by writing flavor text for all the cards in *Candyland*.)

To those of us chained to our desks in Sub-Basement Three at *InQuest* Central, however, it gives us an excuse to put together another of our signature top 10 lists. We love these lists. It gives us a break from having to think really deep thoughts like, "If a Stealth Fighter crashes in an uninhabited forest, does it make a sound?"

All that said, let's see if we can clear the fog surrounding the new Type II scene...

10. Maro



First off, he's one of the coolest creatures out there—for just two green and two generic, you get a critter that grows +1/+1 for every card in your hand. You figure, on average, you have four cards in your hand, so a 4/4 for four mana is certainly cost effective. If you play Mr. Maro with, say, seven cards in your hand—bonus! Now combine Maro's ability with a slew of Howling Mines or Prosperity and you've got a ridiculously powerful creature that costs as much as a War Mammoth—with no drawback.

Why It's No. 10: Maro's a hefty-sized creature (most of the time), but he's only a creature. And creatures inevitably die.

9. Force of Will



Never underestimate the power of the Force (of Will, not Spike). In an environment where spells of mass destruction can dominate, one would be wise to come prepared with a little protection. While the regular Counterspell is a nice little gem, it has the annoying drawback that you need to save two blue mana. With Force of Will, you can afford to do something besides sit around and wait for a spell worthy of countering, and this is key in today's Type II. The Force allows you to be aggressive early in the game, while still prepared to deal with the really nasty.

Why It's No. 9: It goes without saying that Force of Will requires a fairly strong commitment to blue, and with cards like Swords to Plowshares and Ivory Tower gone, defensive decks are more likely to be the exception to the norm.

8. Disenchant

Disenchant's been a staple for white decks since the early days of *Magic*. In the Type II tournament setting, many top decks rely on either artifacts, enchantments or both. Take that Turbo-Stasis deck, for example, or a Necrodeck (with accompanying Nevinyrral's Disk) or even the tried-and-true Millstone deck. A well-timed Disenchant can blow up an artifact and stop your opponent's game cold. Plus, it can also come in handy on your side, say, when you've had just about enough of that City of Solitude and are ready for the coup de grâce. All this for a



mere two mana.

Why It's No. 8: Being able to pick off artifacts and enchantments is still a great utility, but with cards like Ivory Tower, Mishra's Factory and Control Magic out of the Type II mix, there aren't as many prime targets anymore.

7. Jokulhaups

If someone told you there was a spell that blew up lands, creatures and artifacts, you'd ask where you could pick up four. Despite its high casting cost of two red and four generic, Jokulhaups spring-cleans everything but enchantments from the board. Whether it's a sealed-deck, draft or killer-deck tournament environment, Jokulhaups packs a powerful defensive punch. Just make sure you're set to rebound when you cast it—oh, and make sure you warn your generals a big tidal wave's on the way.



Why It's No. 7: Yes, it's expensive—heck, you can cast almost anything in the game for six mana—but it's mass destruction on all fronts. When you want to restart in the middle of a game, there's no better card.

6. Necropotence

It didn't take long for players to discover that this life-for-cards enchantment allows them to quickly overwhelm unprepared opponents. Since Necropotence is a bit pricey at BBB, decks built to use it are exclusively, or heavily, black. Once in play, Necro allows you to easily and continually replenish your hand. This generally results in lots of black weenie creatures appearing. And when your life gauge gets too low from all this Necropotencing, you simply fix it with a well-timed Drain Life and go back up at your opponent's expense.



Why It's No. 6: Without a doubt, Necropotence is the best card-drawer in the game. However, the glory days for Necro are not as glorious as they once were, as most of its old core cards—Zuran Orb, Hypnotic Specter, Strip Mine, etc.—have been gutted. Even so, creative players will find a way to harness its power.

5. Wrath of God

Safety tip: Never annoy God. The Big G has a tendency to do unkind things to anyone caught whispering heresies or kicking teeth in on the battlefield. As you probably already know, for two white and two other, Wrath of God is the most potent creaturekill in the game. If you don't, we just told you. Granted, it's not selective and buries everything in sight, but hey, you're not gonna complain when your opponent has a horde of weenies breathing down your neck.



Why It's No. 5: In an environment where creatures are sure to be plentiful, white still has *Magic*'s best creature eliminator. The only drawback may be building Type II decks which rely on enough white to make Wrath of God's casting cost viable.

4. Vampiric Tutor

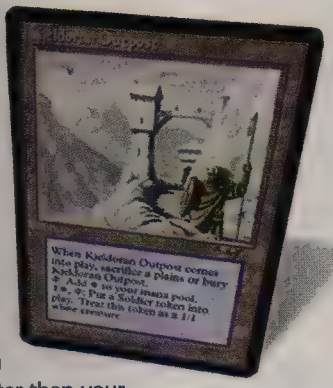
Magic word problem: If Bat-eyed Betty spends one black mana and subtracts two of her life points and, in return, can search her library and choose any card to put on top, what is the most likely result for her opponent, Little Bobby Beaglebreath? 1) An unpleasant next turn that may result in some loss of life. 2) Bad news with a capital BAD. 3) An all-out butt whippin' he'll feel well into next week. 4) Intestinal discomfort with minor gloating. The answer depends on what ol' Bat-eyed's hiding in her library. But one black plus two life for any card is about as good as it gets in Type II tournament play.



Why It's No. 4: Getting a key card when you need it is often the difference between winning and losing. Vampy is no Demonic Tutor, but it's easy, cheap and the next best thing.

3. Kjeldoran Outpost

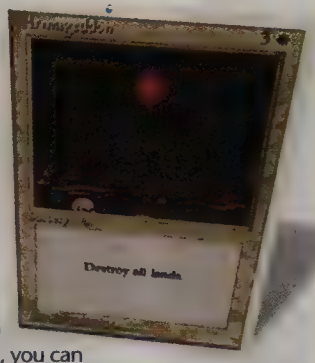
The best land in Type II? Well, Kjeldoran Outpost certainly is one of them, with the ability to generate a 1/1 soldier token every turn for only two mana. Playing with a weenie deck? What better way to consistently supplement your troops? Playing a deck that wipes out creatures left and right? Odds are the Outpost will get you restarted faster than your opponent. When you compare it other instant-creature generators like Errand of Duty (one shot) and The Hive (expensive)—and don't forget the fact that it can't be countered— there's no better bargain out there.



Why It's No. 3: With even less land destruction in Type II, players will have to be prepared for the Outpost; players eager to overrun their opponent's with weenie creatures will certainly employ its creature-a-turn ability.

2. Armageddon

Barring artifacts, no land equals no mana. No mana equals no spells. And no spells equals a short life for your opponent. Although the old Armageddon decks are long gone (no more Swords, Erhnam or Willow) that doesn't mean that there's no life left in the card—there are lost of opportunities to take advantage of a sudden loss of land. The Bull Elephant, for example, brings two forests back to your hand for a speedy recovery. And with all the cards that phase lands, you can easily hide your resources until the damage passes.



Why It's No. 2: Creature like Maro and the Nettletooth Djinn will replace the Erhnam Djinn in your typical big creature/land destruction decks, and no card is better equipped to contend with dominant lands like the Kjeldoran Outpost and Thawing Glaciers.

1. Thawing Glaciers

It's no exaggeration to say that no matter what type of deck you're playing, it will benefit from a couple of Thawing Glaciers. First, you'll never lack for mana of the appropriate color, a boon for all those polychromatic players. Heck, you'll never lack for mana at all; odds are you'll be laying one or two lands every turn. Secondly, it's a deck-filtering device: pulling all that land out means that you'll be getting to the important cards sooner. Given an opening draw with the Glaciers and a mana land, you can pretty much rule the world! (Well, you know what we mean.)



Why It's No. 1: Currently the only must-have card in Type II. It's the most powerful non-color-affiliated card out there, and it's the only one we would instantly put in any deck.

The InQuest staff is constantly getting stuck in Molasses Swamp.

Decks to Expect

Type II tournament decks are going to change. Gone are the days of first-turn Hypnotic Specters and mandatory Swords to Plowshares. The firepower of red has taken a step down with the loss of Lightning Bolt, and it's hard to figure out what to call an Erhnamgeddon deck without the Erhnam. What's in store for Type II? Here's a look at what you might see in the coming months (at least until *Weatherlight* hits the scene).

Marogeddon. With Armageddon, Wrath of God and Disenchant, white still boasts the most powerful array of all-purpose spells. The Erhnam and Swords may be gone, but there are plenty of solid creatures to fill the gap, and tournament players will quickly learn that Pacifism, while not as effective as the Plow, is a solid creature-stopper. With Thawing Glaciers and Kjeldoran Outposts running rampant, the best Type II decks will need some kind of land destruction, and an Armageddon-based deck is about as well-equipped with LD as you can get.

Necro II. Expect the scope of the Necro-deck to change, but for the basic concept to remain the same. Stupors should replace the Hymns (you can still cast them on the first turn) and there's a veritable plethora of black weenies. It's more difficult to execute the Necro-deck without life gainers like the Ivory Tower and Zuran Orb, but you've still got Drain Lives. The biggest weakness Necro has now is a lack of efficient land destruction, so expect to see many decks supplemented by red for Stone Rains (and Shatters to deal with Anvils of Bogardan).

Red Creature Swarm. The "mana curve" deck has become very popular in Type II, and it revolves around using all your mana every turn. For example, on the first turn you'd cast a one-casting cost creature, on the second turn a two-cost, on the third turn a three-cost and finally a four-cost on the fourth turn. The basic tools of the red version of this deck (which is the most popular) are still there—Ironclaw Orcs, Orcish Artillery and Wildfire Emissary, along with Incinerates and Hammers of Bogardan (not as effective as Lightning Bolt, but a suitable replacement).

Prosperbloom. Cadaverous Bloom lets you generate ridiculous amounts of mana if you've got the cards. Prosperity gives you ridiculous amounts of cards. Top it off with a Drain Life and you've got yourself an easy win. These three cards form a natural combination that many people have experimented with but have had a difficult time executing to its fullest. The return of Underground River (along with City of Brass) will make this three-color deck more viable, and with many Type II decks leaning towards a more offensive tilt, the Prosperbloom player won't have to worry about counterspells as much.

Princess Ryan's

STAR MARINES

Strategy

The Armory





Waterloo Games	Abbott, AZ	1-602-497-5554
Pyramid Comic	SierraVista, AZ	1-520-458-2786
All-Star Games	Diamond Bar, CA	1-909-598-4700
Dragon's Lair	West Hartford, CT	1-860-231-1913
Days of Knight	Newark, DE	1-302-366-0963
Dragon's Toll	Atlanta Beach, FL	1-904-246-0163
Xeno's	Jacksonville, FL	1-904-771-5659
Enterprise 1701	Orlando, FL	1-407-896-1701
Quest Comics Shop	Carrollton, GA	1-770-832-0172
Comics Plus Games	Clive, IA	1-515-253-0907
Bear Productions	Champaign, IL	1-217-355-6806
Game Room	Washington, IL	1-309-444-4640
Greenwood Game Preserve	Greenwood, IN	1-317-881-4263
Table Top Game & Hobby	Lenexa, KS	1-913-962-4263
The Game Place	Gaithersburg, MD	1-301-208-1970
Psychic Purge	Glen Burnie, MD	1-410-766-5841
Dimension X	Hagerstown, MD	1-301-791-3760
Round Table	Joppatowne, MD	1-410-679-0423
Hobby Works I	Laurel, MD	1-301-725-0383
Barbarian Book Shop	Wheaton, MD	1-301-946-4184
All About Comics & Hobbies	Topsham, ME	1-207-729-9253
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Omnidon's	Hamiltown, PA	1-717-566-0990
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Quarterstaff Games	Burlington, VT	1-802-863-3664
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Eagles Game and Hobby	Bellingham, WA	1-360-671-1912
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Overseas Retailers

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The InQuest world guide to

BESPIN

BY PAUL SUDLOW

SYSTEM DATA

REGION: Ison Corridor
SYSTEM NAME: Bespin
STAR NAME: Bespin
PLANETS: Miser, Orin, Velsor's Ring, Bespin

PLANETARY DATA*

HYDROSPHERE: Temperate
GRAVITY: Standard one G
TERRAIN: Gas giant
LENGTH OF DAY: 12 standard hours
LENGTH OF YEAR: 14 standard years
SAPIENT SPECIES: Humans, Ugnaughts
POPULATION: 6 million
PLANET FUNCTION: Tibanna gas mining, gambling resort
MAJOR EXPORTS: Tibanna gas, tourism, cloud cars
MAJOR IMPORTS: Foodstuffs, metals, technological goods

* reflects conditions in the habitable cloud layer.



CLOUD

BOUND FOR BESPIN?

If your job takes you far from the safe and established byways of intergalactic travel like mine does, you know how difficult it can be to locate a safe place to put in for repairs—maybe even a little recreation—when traveling along the Corellian Trade Spine. Well, your worries are over. Cloud City on the planet Bespin is your answer—an acceptable waystation for the road-weary trader, even after the Imperial annexation.

Cloud City offers not only capable starship mechanics and well-stocked shops, but plenty of recreational opportunities. There is also a fair-sized fringe community operating out of Port Town, where freighter captains can find new cargoes and contacts.

Unfortunately, the Empire has recently claimed this lovely little oasis of the backwater, making some of its less legal services both more expensive and harder to obtain. However, its many benefits still outweigh such drawbacks, and Bespin remains the best option for refueling and relaxation in the region. If you steer clear of the Impies as much as you can, you should be fine.

TOURIST ATTRACTIONS

BESPIN

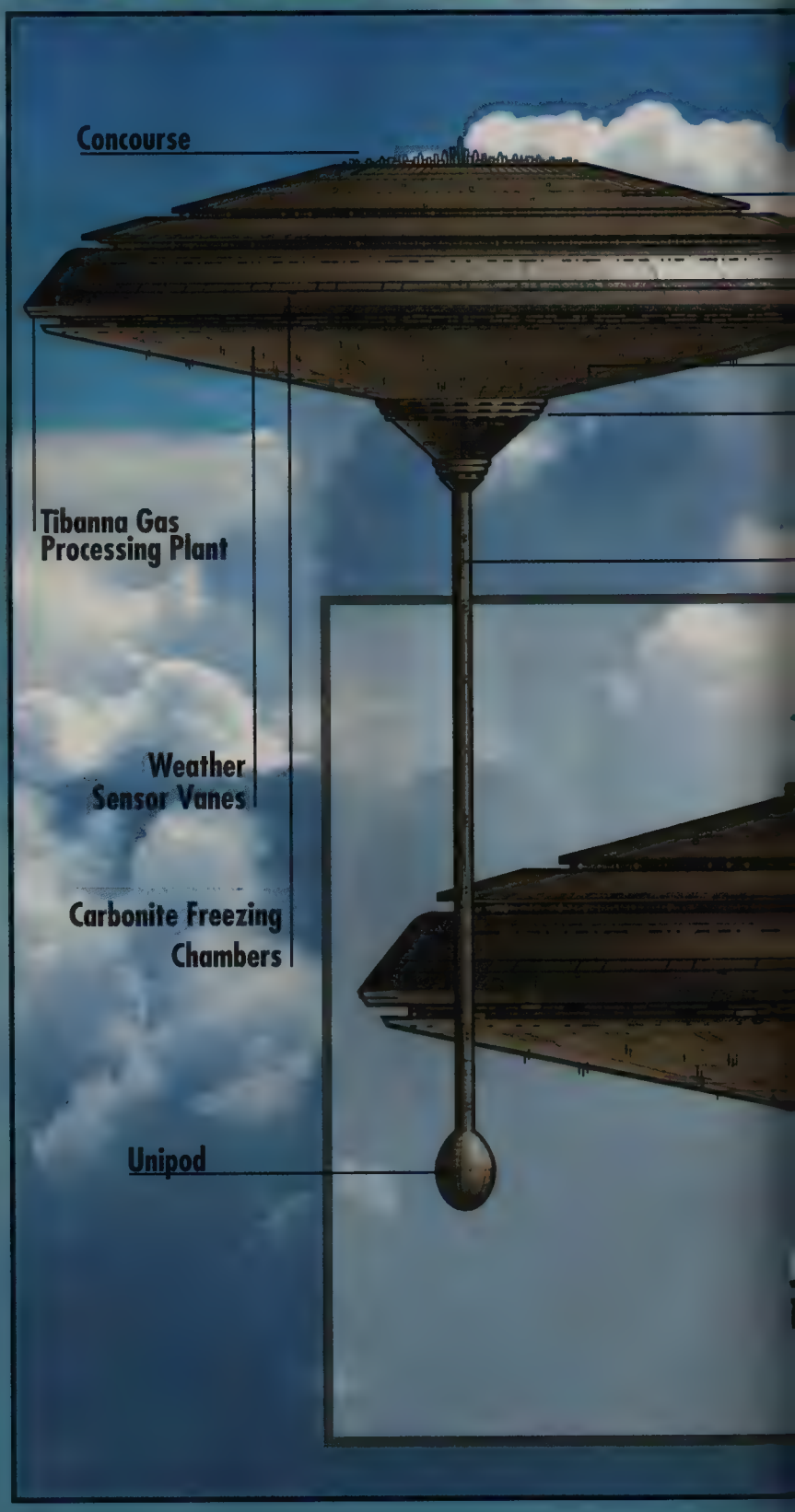
Bespin is a lightly populated gas giant with twin moons named H'Gaard and Drudonna. The world gives you two days for the price of one: its fast rotation means you get two spectacular sunsets and sunrises in one 24-hour period.

Unlike most gas giants, Bespin has a region of habitable space within its upper cloud layer. The mining facility Cloud City and other refineries float in this layer, extracting valuable Tibanna gas—used as hyperdrive engine coolant and as a source of energy for blasters—as well as other raw materials from the lower cloud layers.

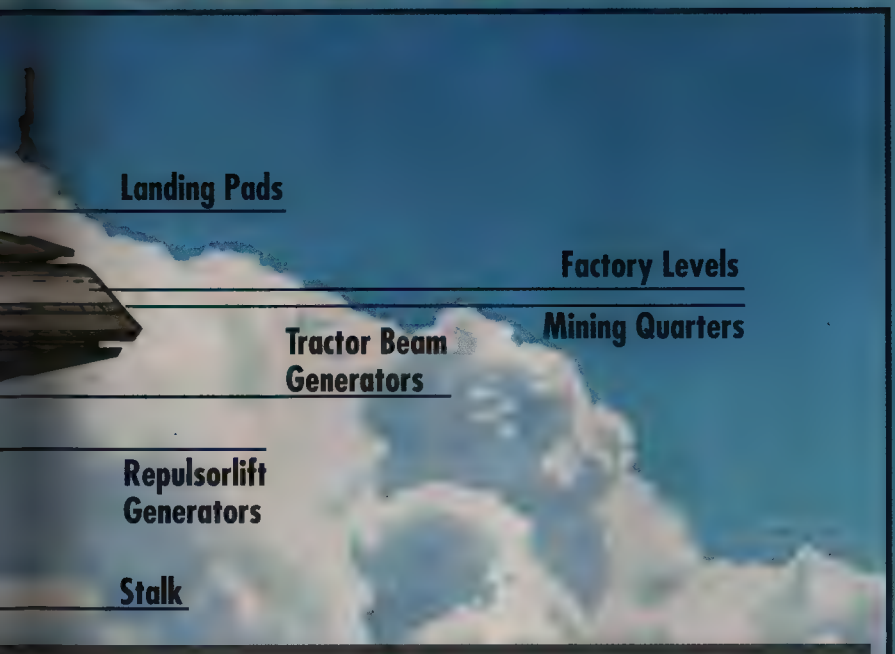
CLOUD CITY

Because it is situated just off the Corellian Trade Spine, Cloud City gets a lot of shipping traffic. Remember to buy your landing permit before approaching the city—the Wing Guard don't generally let strange ships get too close to the vulnerable station, especially now that its new status as an Imperial asset invites Rebel attack.

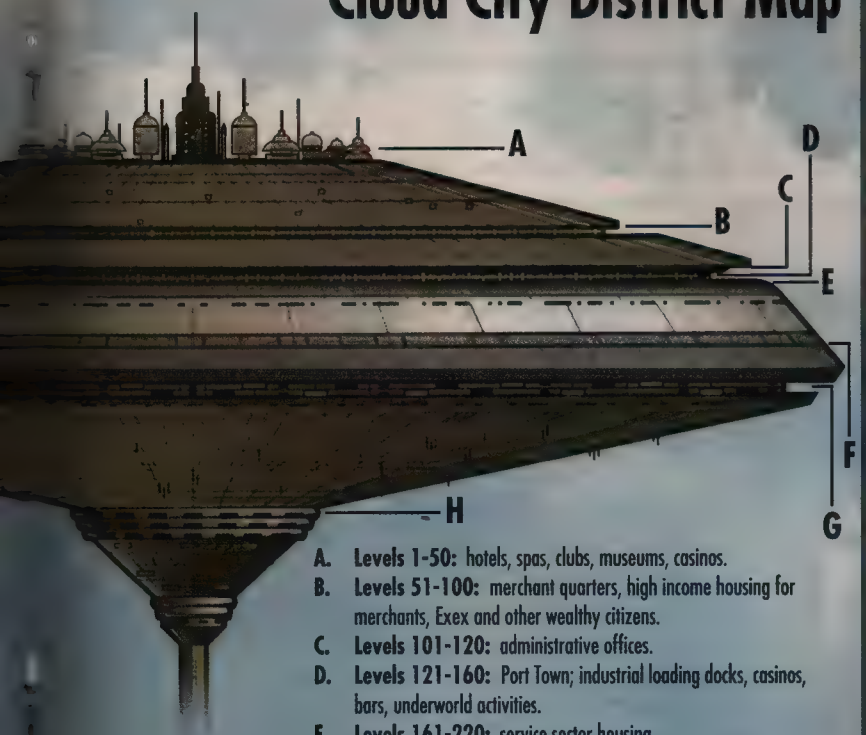
The city itself is an elegant jumble of slender spires, and ivory white towers and domes held aloft by a long repulsorlift unipod. Twin-pod cloud cars and flying trams weave between the towers, buzzing between the numerous landing pads dot-



CITY



Cloud City District Map



A. **Levels 1-50:** hotels, spas, clubs, museums, casinos.
B. **Levels 51-100:** merchant quarters, high income housing for merchants, Exex and other wealthy citizens.
C. **Levels 101-120:** administrative offices.
D. **Levels 121-160:** Port Town; industrial loading docks, casinos, bars, underworld activities.
E. **Levels 161-220:** service sector housing.
F. **Levels 221-280:** factories.
G. **Levels 281-370:** Tibana gas processing plants, mining quarters.
H. **Levels 371-392:** tractor beam and repulsorlift generators.

ting the urban landscape.

Tibanna gas is Cloud City's major export, with most of the mining going on in the Mining Quarters, deep in the city's interior.

The city also has a thriving tourist trade. Merchants and smugglers come to Cloud City's grungy Port Town to trade and make deals. Or at least they did before the Empire took over customs. Ever since Baron-Administrator Calrissian ordered a general evacuation of the city, the city has gotten a lot emptier.

THE CONCOURSE

The upper levels of Cloud City are given over to snow-white buildings and airy open-air plazas. The Concourse is home to hundreds of casinos, luxury hotels, sports arenas and dance halls, all catering to the city's tourists (who have gotten a lot more Imperial-looking in recent months).

WIND TUNNELS

To allow Cloud City some "give" in Bespin's strong winds, city engineers built a great hollow tube into the city's interior, which runs the length of the mighty structure. As wind pressure builds up along one face of Cloud City, hatches covering the stalk and the Concourse open up, allowing the wind to sweep into airways which lead to the wind tunnel. Once in the tunnel, the wind's force dissipates as it is channeled through a central vent at the top of the city.

TIBANNOPLIS

Nearby Tibannoplis is one of Bespin's less successful mining colonies turned ghost town. Don't go there in the hopes of finding lost treasures—scavengers have long ago stripped away everything of value. However, if you enjoy exploring ruins, you can get a few interesting days out of the place.

Be careful when landing; many of the landing pads have lost plates and have weak areas. Three other things to look out for: the Wing Guard patrols, the squatters and the predatory velkers.

HEALTH SPAS

Cloud City is not Bespin's only resort. A series of domed health spas float nearby. Though the emphasis is on exercise, sports and dieting, the spas do provide a modest selection of fine restaurants and hotels (the prices are lower than on Cloud City, too). If you like to get out and exercise after being cooped up in your ship after a long haul, the health spas are the place for it.

LORD ECCLESSIS FIGG

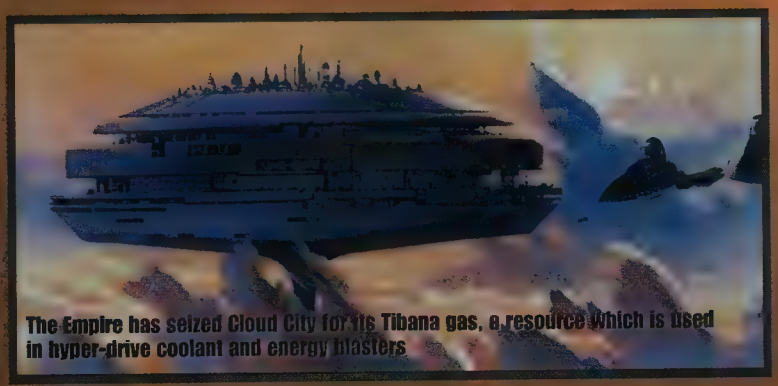
Lord Figg is the colorful Corellian who built Cloud City using his Alderaanian wife's family fortune. Unlike some of his other investments, Cloud City paid off big time, thanks to the secret properties of Bespin's Tibanna gas (see below). It was Figg who brought the Ugnaughts to Bespin to help him build his city and mine the planet's gases—they're here still. Figg served as Cloud City's first baron-administrator.

TIBANNA GAS SECRET

The secret's out now that the Empire has taken over and sifted through the central computers—Bespin's Tibanna gas is naturally spin-sealed, making it ideal for use in weapons. Lord Figg knew it, which is why he sunk so much money in building such an elaborate palace in the middle of nowhere. The baron-administrators have been selling their gas on the black market for years, but no longer. All the Tibanna gas here is bound for Imperial munitions plants now.

THE JEDI DUEL

Right before the Empire annexed Cloud City, there was a big lightsaber battle between Lord Darth Vader and a young man associated with the Rebel Alliance. Most of the fight took place in the depths of the city, but some of the initial action was caught on security cams. If you really want to see an authentic Jedi duel, you can pick up a holo of the battle for about 15 credits in Port Town. A lot for 20 seconds of holo, but then, you don't see many Jedi duels on the holo these days.



The Empire has seized Cloud City for its Tibana gas, a resource which is used in hyper-drive coolant and energy blasters



Security cams caught this authentic Jedi duel on holo

FAMOUS FACES



LANDO CALRISSIAN

Lando Calrissian, one-time smuggler and gambler, turned "respectable" after winning the controlling stake in Cloud City in a game of sabacc. As baron-administrator of the outpost and its mining facilities, Calrissian turned a handsome profit for the city and himself. Unfortunately, the Empire eventually brought the good times to an end, and Calrissian was forced to flee with his new Rebel pal, leaving everything behind.



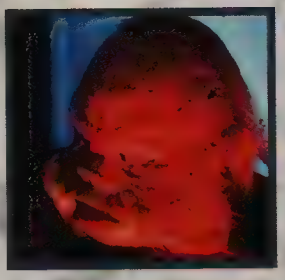
LOBOT

As a young vagabond and ex-slave, Lobot was caught stealing and brought before the last ruler of Cloud City. She offered him a choice: serve a long prison term or become an indentured servant to the city as a cyborg linked to the central computer. Lobot went with the latter option and has served Cloud City faithfully ever since. When Lando Calrissian took over, he made Lobot his personal administrative aide and special liaison to the Wing Guard.



WING GUARD

The blue-clad Bespin Guards, or "Wing Guard" as they are more commonly known, are the baron-administrator's civil defense force. Until the Empire took over, the Wing Guards were under the direct control of Calrissian, who had reformed them from a corrupt organization into an efficient and relatively honest one. Now that the facility is under the Empire's control, the Wing Guard answer to the Imperial garrison.



UGLOSTE

The Ugnaught Ugloste lost his family to the Empire and came to Cloud City to start his life over. He works for the city as a gas miner and often pulls shifts in the carbonite freezing chambers. Ugloste's dubious claim to fame is that he was apparently the fellow the Imps tapped to modify one of the carbonite chambers to freeze Han Solo and Luke Skywalker. I hope for his sake Han's old smuggler buddies never catch wind of it.

All photos ™&© LucasFilm Ltd. except Wing Guard, Ugloste and Jedi Duel ™&© LucasFilm Ltd./Foto Fantasy

NATIVE LIFEFORMS

Ugnaughts

The diminutive, pig-like Ugnaughts are as much a part of Cloud City history as the immense structure itself. Lord Figg brought them to Bespin to serve as his labor pool when he was constructing Cloud City, and most stayed on as miners when the job was done. Most Ugnaughts, being shy of other species, tend to stay in the Mining Quarters, where they work and live.


UGNAUGHTS

Glowers and Pinks

The basic building-block of Bespin's ecology are the huge colonies of algae that anchor themselves to the water droplets suspended in Bespin's upper clouds. They produce rethen, the lighter-than-air gas that enables beldons to float. Two of the most important algae are pinks and glowers. The colorful pinks give Bespin's clouds their distinctive and delicate rose color, while the phosphorescent glowers fill the night sky with an ethereal purple light.


GLOWERS

Beldons

Beldons are immense balloonlike gas bags that ride the air currents of Bespin's upper atmosphere. Adult beldons can grow to be several kilometers in diameter. The gentle beldons travel in herds, feeding off the algae and nutrients that are suspended in the clouds. The beldons are protected by law because they produce tibanna gas naturally.

Velkers

Velkers, leathery V-shaped flyers, are the primary predators of Bespin's upper atmosphere. They roam the skies in packs, hunting and devouring just about everything they see. They chiefly diet on beldons, but because their primitive brains can't distinguish between living and inanimate objects, they also pose a danger to small aircraft and cloud cars. Fortunately, these fiercesome creatures usually avoid Cloud City and other floating settlements.

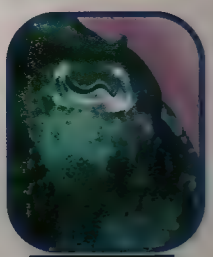

VELKERS

Rawwks

Rawwks are small, batlike scavengers that flit among the clouds of Bespin. They are common sights among the upper spires of Cloud City and the other floating refineries. Rawwks flock in huge numbers and feed on the algae in the clouds. They have a symbiotic relationship with beldons—they roost on the great beasts and feed on the excess algae the beldons move through. In exchange, the alarmed squawking of the rawwk flocks warn the beldons of approaching velkers.

Thrantas

The whale-like thrantas have broad, sail-like wings and body cores composed mostly of a gas bladder. They are not native to Bespin—Figg transported a small herd here from Alderaan, as a gift to his wife and as potential beasts of burden. They've since begun thriving in the wild, and a large number of domesticated thrantas can be seen transporting people from platform to platform on Cloud City.


THRANTAS

EXPLORING BESPIN

GENERAL REFERENCE

- "The Illustrated Star Wars Universe," by Kevin J. Anderson and Ralph McQuarrie, Bantam/Specter, 1995.
- "A Guide to the Star Wars Universe," by Bill Slavicsek, Ballantine/Del Ray, 1994.
- "Star Wars Chronicles," by Deborah Fine, Take Shobo and Aeon Inc., Chronicle Books, 1997.

GAMES

- *Galaxy Guide 2: Yavin and Bespin* (second edition), by Jonatha Caspian, Christopher Kubasik, Bill Slavicsek, Paul Sudlow and C.J. Tramontana, West End Games, 1995.
- *Galaxy Guide 3: The Empire Strikes Back* (second edition), by Michael Stern with Pablo Hidalgo, West End Games, 1996.
- *Jedi Academy Sourcebook*, by Paul Sudlow, West End Games, 1996.

WORLD WIDE WEB SITES

- **http://www.starwars.com/home** The official "Star Wars" trilogy home page.
- **http://gladstone.uoregon.edu/~trentd/bespin/** A fan-run site dedicated to Bespin, with lots of information and cool pictures.
- **http://world.std.com/%7Escifinds/starwarslist.html** A sci-fi merchandise house, containing plenty of "Star Wars" merchandise both new and old.

As Paul wraps this up, he is really hoping he didn't refer to [illegible] anywhere in the article. Please, Billy Dee Williams [illegible] frighten him.

THE INQUEST Q&A:

WALTER KOENIG



BY RICK SWAN

ONE OF SCI-FI'S MOST ENDURING ACTORS TALKS ABOUT STAR TREK'S ENSIGN PAVEL CHEKOV, BABYLON 5'S PSICORPS COP, ALAN BESTER, AND MASS MURDERER CHARLES MANSON

ACTING, SCHMACTING. What I want to know is, if Chekov and Sulu got in a fight, who'd win?

Over a light lunch of potato soup and ice water in a swanky Milwaukee restaurant, Walter Koenig, dapper in blue jeans and a gray work shirt, ponders the question but a moment. "Chekov," he says matter-of-factly.

And why's that? The 60-year-old actor—who looks a good 20 years younger—sips his soup, dabs his lips with a linen napkin and grins. "Because I'm the one who played him."

Koenig speaks with the assurance of a guy who's survived nearly four decades in a treacherous profession. Born in Chicago, he spent the first three years of his life overseas. ("My father was representing RCA Victor. Somehow, we ended up in Paris.") The family returned to the United States and eventually settled in Riverdale, N.Y., where Koenig completed high school.

Following a stint as a pre-med student at Grinnell College in Grinnell, Iowa, he headed for Hollywood and never looked back: "I worked briefly as a waiter in college. And I cleaned and spliced film for a company that blew 16 millimeter film up to 35 millimeter. But I've had very few jobs other than acting." In 1960, a lucky break at ABC-TV jump-started his career and led to a string of television appearances. In 1967, he joined the cast of "Star Trek" as Pavel Chekov, a role he played in the series' last two seasons, reprised in seven feature films and, in 1995, parlayed into a continuing role as Bester on "Babylon 5."

Courtly, earnest and maybe a teensy bit bitter, Koenig reflects on a memorable—and oftentimes rocky—career.

STAR TREK

INQUEST: How does it feel to be so closely identified with one character for such a long time?

KOENIG: Well, I think ultimately it weighs on the side of fun. It's a mild irritant when people stop me and say, "Hey, Chekov." I'd like them to use my name. But other than that, it's been okay. It's a source of continuing revenue. And I've enjoyed a greater recognition factor than most actors.

Being aligned with a show that frequently had a lot to say and had significant social and political commentary, all of that is a plus. But it probably has limited my opportunities as an actor; that's the down side. On the other hand, this is such a precarious business that it's quite likely had I not had this association, I might no longer be an actor.

Legend has it that Gene Roddenberry introduced Chekov as a reaction to a Soviet newspaper article complaining that "Star Trek" didn't have any Russian characters. Is that correct?

No, that's not how it happened. The fact of the matter is, they were looking for somebody who would draw the same kind of audience response as the Monkees, Davy Jones in particular. I came in and they thought that I would appeal to the 8- to 14-year-olds. And the reason Roddenberry made Chekov Russian instead of English was because the Russians had sent the first people into space—the cosmonauts—and he thought there should be some acknowledgment for that historic feat. But mainly, Chekov exists because of the Monkees.

Did you go through a teen idol phase?

A mild one. It was fun, considering that I was 31 when I got the job. It was nice that there were 8-year-olds thinking I was groovy.



VITAL STATS

BIRTH: September 14, 1936, in Chicago, Ill.
OCCUPATION: Actor
BASE OF OPERATIONS: Los Angeles, Calif.
CAREER HIGHLIGHTS: Portrayed Ensign Pavel A. Chekov in the original "Star Trek" television series (1967-1969) and the first seven feature films, including "Star Trek: Generations." Portrays Bester in the syndicated "Babylon 5" television series (1995-present).

The teen idol phase went on for about a year. And then when it was discovered that I was married and I really didn't have that Russian accent, the mail dropped off considerably.

What was it like working on the series?
It was okay. The work environment on the series was actually better than the one in the movies, for the most part. What usually happens is that the lead actor is the one who establishes the work environment, whether there's going to be tension or a feeling of camaraderie and sharing. And I was not as aware of the in-fighting and the behind-closed-doors stuff that was going on with the actors during the television days. The actors—well, not everybody; the two leads—

You're referring to William Shatner and Leonard Nimoy.
Yeah. They were struggling to see who would achieve the most prominence. But generally, I found the television days to be a most pleasant experience. The feature films, with a couple of notable exceptions, were not as much fun. For instance, Nick Meyer [director of "Star Trek II" and "VI"] ran a loose ship, and Bill [Shatner] pretty much took advantage of it. It became the Bill Show. And everything was sort of staged and blocked for his character at the expense of other actors. So, there was resentment.

Was there any member of the cast you were especially close to?
Well, we all shared a common complaint: Mr. Shatner's preoccupation with himself. I hasten to add that there was nothing malevolent in his behavior. He was never out to harm anyone intentionally. It was simply a matter of being self-involved. But yeah, I was friends with George [Takei, Lt. Sulu] and Forest [DeForest Kelley, Dr. McCoy] and Jimmy [Doohan, Lt. Scott] and Nichelle [Nichols, Lt. Uhura]. Leonard [Nimoy, Science Officer Spock] was always a little distant, although I thought he was always fair. But we all came together as a consequence of our common complaint.

How did you feel when the series ended?
My wife reminded me that I had actually considered leaving after my first season, because I was incredibly bored. I had very little to do. Sitting there and punching buttons and saying, "Warp factor four." It was not all that rewarding. I'm glad she talked me out of it, obviously. So in 1969, when the show was canceled, I had no regrets. I felt it had been an interesting experience, but it was time to get on with the rest of my life.

Instead of the "Star Trek" films, would you have preferred to do another "Star Trek" series?
I thought the features would be great fun. And I thought there would only be one of them. That's all they planned at the time.

Which film did you like the best?
"Star Trek IV: The Voyage Home." That's the one where my character had the most to do. There were some scenes that actually focused on Chekov. I thought the story itself had the best sense of the series, as we were saying something vital. We were tackling an environmental issue. At the same time, it was done with a good deal of creativity. We didn't feel like it was a soapbox. I thought the story had compassion. I thought it had great humor. And for the most part, it gave everybody in the regular cast an opportunity to show their wares a little.

Is there a scene you especially like?
Yeah. It was sort of an improvised scene, where Nichelle and I are asking the cop in San Francisco and the passers-by tell us where the nuclear "wessels" are. That was fun. A lot of people remember that as one of the stand-out moments in the film.

What was your least favorite film?
My least favorite film had less to do with the film itself than with my attitude. I was very unhappy on "Star Trek III." And I was very, very unhappy on

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"Star Trek VI," which was really quite a big film. I thought "Star Trek VI" was going to be the last film and that it would finally give everyone an opportunity to delve a little more deeply into character and we'd learn who these people are. Chekov, Sulu, Uhura—and to a great degree, Scotty—were really just there as a way to promote the story from picture to picture. We fulfilled the obligations of exposition. But they did not allow us to fulfill the obligations of character. And it was my particular problem that I carried an enormous amount of anger through the entire film.

By the way, wasn't your character a first officer who later went back to being a navigator?
Yeah. "Star Trek II" began with Chekov on this other ship, the Reliant, and he was first officer. He ended up being a commander, but he never made it to captain.

Did Starfleet screw him?
(shrugs) It was a plot device.

What'd you think about killing off Kirk in "Star Trek: Generations"?
My only complaint with his death is that it should have been done better. It should have been done more heroically, more theatrically. I mean, the death of Spock in "Star Trek II" was brilliantly conceived and rendered. It was an extraordinarily touching moment and worthy of the character. But Kirk, running sluggishly and falling, it was almost anti-climactic. It should have been a much more heroic ending.

Any chance that Chekov might pop up on "Deep Space Nine" or "Voyager" in the future?
Well, "Deep Space Nine" [did the] episode where the crew ends up on our ship, the original Enterprise, during "The Trouble with Tribbles" episode. I mean, I'm not going to be performing in it; they're just using old clips of Chekov. [The episode, "Trials and Tribble-ations" aired last November.]

When "Next Generation" was still on the air, I pitched a couple of ideas that featured Chekov. The producers were receptive, but we couldn't agree on a story because they didn't want to do time travel and they didn't want to do progeny. I finally came up with a concept but, by then, it was too late. They were into shooting the last couple of episodes and writing the "Generations" film, so...

BABYLON 5

How'd you get involved in "Babylon 5"?
[Creator/writer/producer] Joe Straczynski knew my work. He told me he was going to write a character for me for "Babylon 5." But a few months before shooting started, I suffered a heart attack when I was in Chicago. After my wife, he was the first person I called, to tell him that I would not be available. But bless his heart, he wrote another character for me. And that's the character I play, Bester [the villainous PsiCorps cop]. I've done four episodes so far. In the fourth season, this year, I'm scheduled to do four more.

How would you describe Bester?
Bester is not a nice guy. He started out that way in the first episode. But what's happened is, as the character has recurred, his personality base has expanded. And we're learning more about him. He's part of a police force on Earth who professes to be doing good, but he seems to have a hidden agenda. He is, in fact, psychic, a high-rated psychic, and he definitely has ambitions that have not yet been totally revealed.

Are bad guys like Bester more fun to play than good guys like Chekov?
Oh yeah. I think there are more limitations on behavior for a good guy. In order to be a good guy, you have to adhere to a certain kind of code of conduct. Whereas a bad guy is given more license. He can do more things. He can appear to be a good guy, for instance, and still be a bad guy.

Did you have any reservations about doing another science fiction series?
If you ask me if I would have preferred that this character have appeared on a contemporary show, I would say probably. On the other hand, a good character is a good character. And an actor is an actor. And when the opportunity is there, you jump at it. This was a wonderful opportunity for me. The only reservation I have is that it keeps me locked into the genre, which makes it hard for people to extrapolate this character and say, "If he can play a bad guy here, then in 'NYPD Blue' he could do something similar." And that's the only unfortunate thing. But certainly, I'm extremely grateful for the opportunity to play Bester.



SHOW BIZ

How'd you get interested in acting?
I'd always been interested as a kid. I discovered very early on that I had an apti-

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tude and that there was reinforcement from my peers.

Was your family supportive?
They were supportive as long as I was doing it at school and camp and that kind of thing. I don't think they ever had any idea that this would be a profession. Actually, in the very last conversation I had with my father when he visited me at Grinnell College—I was a pre-med major at the time—he said to me, "Whether you think of acting as an avocation or as a vocation..." And having uttered the word "vocation"—I mean, that my father suggested the possibility that acting could actually be a vocation had an enormous effect on me. I wasn't aware of it at the time, but it became the reason, in the long run, why I became an actor.

Were there any actors you admired or modeled yourself after?
Oh yeah. I loved Marlon Brando. I still think Brando is brilliant. There's just more of him to admire now!

What was your first acting job?
Irving the Dope. It was one of those court shows in the afternoon called "Day in Court." This was about 1960. I had jumped the wall at ABC and was going around to different offices and leaving my picture. And I left one of them with a casting secretary who was a big fan of an actor named Corey Allen, who was the bad guy in "Rebel Without a Cause," the guy who goes over the cliff. And she thought I looked like Corey Allen. So on that basis, she submitted my photograph to the casting director. And they had me in and I read this character, Irving the Dope. [In character, exaggerated Bronx accent:] "You remember me? I'm Irving the Dope!" As a result, they kept asking me back, and I ended up doing six or seven of those shows.

Did you do a lot of accents?
Yeah, I did a few. I played a German immigrant in a western show called "The Virginian." I played a Swede on "Gidget." I played a French Resistance fighter on a war series called "Jericho." Accents pretty much come naturally to me.

Looking back, are you happy with the way your career has gone?
Well, you know, we all want to do more. If I had the chance to do it all over again knowing how it would all turn out, yes I would do it. I would do it again. But I certainly don't recommend acting to anybody.

Why?
It's just such a demoralizing and psychologically debilitating business. The rejections far outnumber the acceptances. There are many more defeats than victories.

How do you deal with that?
I don't know. I try to get over it quickly. I try not to wallow. But I haven't learned to deal with it. It still hurts. I'm still devastated.

Here's my greatest disappointment, and the thing that would've changed my life. In the early '70s, they were casting "Helter Skelter," the TV movie. And they couldn't find anybody to play Charlie Manson. And I came in. And that was after the director would initially not let me read for the part, because he didn't think I was right for it. Well, I finally read for him, and I knocked him on his behind. He couldn't believe it. He just sat there, stunned, saying, "My God, this is Charlie Manson." I walked out of there having grown several feet.

Then I was left on the ropes for two or three weeks until Elia Kazan [a film director and a friend of "Helter Skelter" director Tom Gries] wrote a note saying he had the right actor for the role, who was a wonderful actor, the fellow that they cast. And it was okay by me, because when I saw his performance, he played it brilliantly. [The actor was Steve Railsback.]

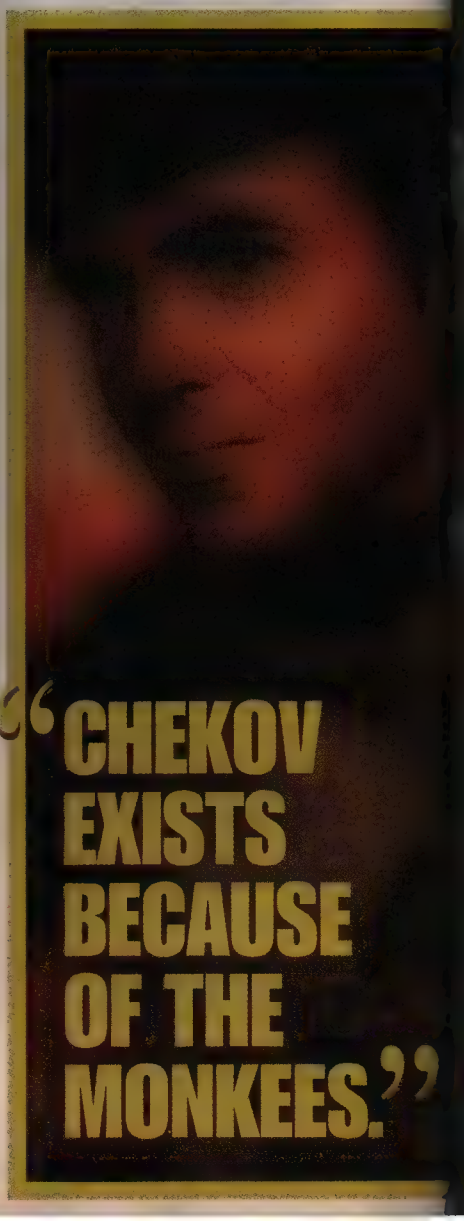
But this is what it's like. And it's like this all the time. For everybody. I mean, maybe not for Tom Cruise. But for 90 percent of the actors, this is what it's like.

You've got some more "Babylon 5" coming up. Anything else you're working on?
I've been approached to be a guest star on—here again, I say this very cautiously—on a new science fiction series made in England. I think it's going to be called "Legend." I'd be a bad guy, the head of an international corporation. An interesting part.

Any plans to write a tell-all book like some of your "Star Trek" co-stars?
I'm halfway through an autobiography. It's not really a tell-all book. It's an anecdotal book with a lot of the funny things that have happened to me in my life as an actor. We've gone through one round of submissions with the top publishers and have been turned down. Uniformly, everybody likes it and feels that it's well-written. But they also feel the market's dried up. Leonard's book ["I Am Spock"] did not do well. Shatner's second book ["Star Trek Movie Memories"] didn't do well. But my representative is re-submitting my book because he feels so strongly about it.

After 30 years, are you sick of "Star Trek"?
I'm not sick of it. But I'm certainly comfortable with having it over. I didn't—nor did anyone else in the cast—have any inclination that the show would endure. I've got to say, on the whole, it's been nice.

Coincidentally, Rick Swan's therapist is also named Irving the Dope.



The truth can finally be told...

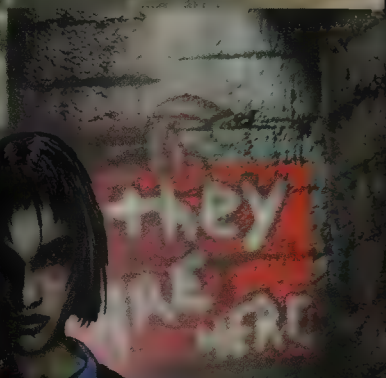
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An Arthurian Trivia Contest

Chaosium, maker of the long-running RPG *Pendragon*, and Stone Ring Games, the guys behind the *Quest for the Grail* CCG, have come together to give away some great prizes! Want to get your hands on a complete set of *Quest for the Grail* and a complete line of *Pendragon* products? Here's your chance.



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a) Who was Tristram's lady? (Hint: She was King Mark's wife)

b) Who is the son of Morgan le Fay? (Hint: He was called the Knight of the Lion)

c) Which knight was the Saracen? (Hint: He has a checkerboard shield)

Got it? Then what are you waiting for? Fill out ye coupon below and send it in. Look at what you could win!

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[on deck] Reviewing the latest releases in gaming

Magic: Fifth Edition

Magic players have been anticipating the latest version of the basic set for some time now. We knew there would be a lot of new artwork, but that was about it. What deck types would be killed and what deck types would remain intact? What cards would be knocked out of the basic set and what others from *Fallen Empires*, *Homelands* and *Ice Age* would come in? Well, Fifth Edition is finally here...so how did they do?

There are over 200 new pieces of art, including incredible vistas on the basic lands and striking new images for such classics as the Bottle of Suleiman, Bad Moon, Shanodin Dryads and a host of others. Many of the artists involved did great work on the new cards and, if you are an aficionado of *Magic* art, then this new set is going to dazzle you.

However, there's more to a card set than its artwork. On April 24, Fifth Edition replaced Fourth Edition/*Chronicles* in the Standard (Type II) tournament environment. Every *Magic* player in the world has an opinion on the after-effects, and I've heard everything from tremendous praise to vicious damnation. I think they did an okay job...but it could have been better.



They yanked the uncounterable Strip Mines and Mishra's Factories. They chucked the cheap and irritating Ivory Tower and Black Vise. They pulled the overpowered Hypnotic Specter, Swords to Plowshares and Lightning Bolt. Kudos to them for all these choices.

But why didn't they lose Stasis and Armageddon, two of the most abused and frustrating cards in the game? In the last year, WotC has done a lot of work to make this a "creature game." Now, they've crippled that effort by leaving in these two horrors. Maybe they left 'Geddon in because, after whacking Serra Angel, they needed to keep one power card in white. On the other hand, blue is plenty tough, now that most of the good non-blue flyers are gone and it has many more counterspells at its disposal. Stasis should have left the building.

What cards came in? Well, I was looking forward to seeing the good Baron and Ms. Willow from *Homelands*, as well as Ihsan's Shade, but I guess Summon Legend rules were too confusing. (Yeah. Sure.) Still, there were many good additions. The best include the Jester's Cap, Breeding Pit, Derelor, the "pump-knights" (Order of the White Shield and the Knight of Stromgald), the "counter-knights" (Order of the Sacred Torch and Stromgald Cabal), Seasinger, Zur's Weirding, Wyluli Wolf, Lhurgoyf, Orgg, Jokulhaups (huh?), Necropotence (wha?!) and Blinking Spirit.

Some good stuff, to be sure, but nothing with the impact people had hoped for. If you've been collecting since *Fallen Empires*, there's virtually nothing new for you in this set. Where's the old stuff? Is Evil Eye of Orms-by-Gore and Greater Realm of Preservation as good as it gets? I can understand not adding Underworld Dreams or Mana Drain, but would it have hurt to add a couple of cards like Rukh Egg, Oubliette or Relic Barrier?

On the plus side, Fifth Edition is indeed a good set for sealed deck play. Whether you're playing standard sealed deck, booster draft or Rochester draft, Fifth Edition has a good mix of cards. But if you're a veteran player, there's little reason to buy this set unless you want cards with the new art. Fifth Edition is a solid basic set for players getting into the game and it will do interesting things to the Type II environment, but it leaves veteran players feeling a little empty.

—Rick Lipman

[the box]

magic: fifth edition

Game: *Magic: The Gathering*
Publisher: Wizards of the Coast
Genre: Fantasy
Release: March 1997
Set Size: 449 Cards
Packaging: 60-card starter decks; 15-card booster packs
Suggested Retail: $8.95 per starter; $2.95 per booster

[the good]

- Words fail me when I think of how much better the art is on Nether Shadow and Personal Incarnation than on Reverse Polarity. If nothing else, you owe it to yourself for the treat it gives the eyes to look at the work these talented people have done.
- Pump knights, *Ice Age* pain lands, *Fallen Empires* sac lands and many more cool cards were rotated in, making them tourney-legal once again.

[the bad]

- They left in Stasis, Wrath of God, Armageddon and a few other cards which are very frustrating to play against.
- They still haven't fixed collation problems with the rares. If you're looking to make a set, *do not* buy starter decks.

[the ugly]

- Not enough cool old stuff! I want correctly worded Rukh Eggs! And what about more recent interesting cards like Icy Manipulator, Autumn Willow and Baron Sengir? (Although you know the Baron would have been bored with no vampires to affect.)

Magic: The Gathering is a registered trademark of Wizards of the Coast

[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

[on deck] Dagobah

Expansion, this is. Yes, and a powerful expansion it is. Mmmm-he-he-he...Okay, enough with the Yoda-speak. *Dagobah* is the third expansion for the *Star Wars CCG* and it introduces many powerful cards, including the Jedi master Yoda and the latest new-and-improved incarnation of Luke—Son of Skywalker.

While *Dagobah* covers all the goings-on of the middle-third of *Empire Strikes Back*, the coolest new addition is the subset of Jedi Training cards. These special cards are deployed to a Dagobah site, targeting a mentor and an apprentice there. After fulfilling a certain set of requirements, the apprentice makes a training destiny draw and, if successful, passes the test. There are five tests (which must be completed sequentially) and each rewards you with a progressively more powerful ability. For example, upon completion of the third test, you may subtract 1 from any of your opponent's destiny draws for the rest of the game!

If you're more fond of playing the Dark Side, don't worry—you weren't neglected. *Dagobah* offers a multitude of new characters, including all the bounty hunters seen in *Empire Strikes Back* (except Boba Fett) and their ships. With power and armor of 12, the *Executor* is the most mammoth capital ship in the game—it has five of its own sites!



Along with these cool features, *Dagobah* is very much a player's expansion. Fed up with Sense and Alter? Decipher feels your pain. Both sides get the new lost interrupt Control, which cancels Sense or Alter, and is immune to Sense. To further fix the problem, the permanent effects Do, Or Do Not (Light) and There Is No Try (Dark) turn Sense and Alter into *Lost* Interrupts and penalize a player using them with a loss of 2 Force. Ouch!

One of the biggest gripes people might have about the set is its steep price—$2.50 for only nine cards. However, Decipher's change in format is a blessing in disguise. In *Dagobah* all 80 rares are equally rare...that means you won't have to buy three boxes of boosters just to get a Yoda. In fact, the collation is outstanding. In one box of 60 boosters I got 60 different rares, including Yoda, the new Luke and all of the bounty hunters.

Dagobah is outstanding: the best expansion for *Star Wars* yet. Players will love the new options this set provides and fans will love the Yoda-speak flavor text and the overall fun, light tone of the cards. Now go! Buy this set, you must!

—Jeff Hannes

[the box] dagobah

Game: *Star Wars CCG*
Publisher: Decipher
Genre: Science Fantasy
Release: April 1997
Set Size: 180 cards
Packaging: 9-card booster packs
Suggested Retail: $2.50 per booster

Dagobah™ & © Lucasfilm. Decipher authorized User.

[on deck] Counterstrike

Mech-heads rejoice! By the time you read this, there will be dozens of new metal monstrosities to pilot around the war zones of your favorite futuristic wasteland. Yes, mechanoid combat fans, *BattleTech* the CCG has its first expansion. It's called *Counterstrike*, and it features almost a hundred new cards.

And while the expansion size is small, the new mechs aren't. No, fellow mechsters, this expansion's heavy hitters are heavy indeed, in the neighborhood of 100 tons—three of these bad boys deal double-digit damage. You don't want to meet Daishi Prime Dire Wolf on a dark planet, or anywhere else. When Mr. Wolf cuts loose with Overheat and an Alpha Strike, we're talking 19 points of damage. And every weenie's favorite line of mechs is completed with Dasher A and Dasher B—two more speedy mechs that can pack a powerful punch. The new Annihilator is slower than slow (it can only block if it's guarding), but for a measly cost of 7, it's got 3 armor and can deal up to 9 damage!

But the cool new mechs aren't the only reason to *Counterstrike*. If you want to maintain balance of power, you're going to need cards like Assassination, which knocks off those irritating personalities. And for those who wanted more non-mech vehicles, they're here—Mobile Long Tom, Thor Mobile Artillery and Thumper Artillery are all potent fixed guns that can deal damage from a distance. Best of all, there are a ton of new mission cards (23) which should make battles more interesting.



There's one major thing you won't find in *Counterstrike*: new rules. This expansion only adds new cards to the existing structure. No new abilities, features, weapons, card types, global enchantments, flourishes or chrome.

"Mechwarriors of the Coast" seems to have made a conscious decision not to mess with the elegant simplicity of their *BattleTech* CCG. Since they have their hands full constantly revising the rules of their leading CCG, it seems a wise move. Since there's little innovation or creative spark in *Counterstrike* it doesn't rank gushing praise, but the expansion should jump-start any true mechwarrior's excitement level. If you loved the original game, you'll like the expansion; if you thought the original too basic or uninspired, there's nothing here to change your mind.

—Tom Slizewski

[the box] counterstrike

Game: *BattleTech*
Publisher: Wizards of the Coast
Genre: Science Fiction
Release: April 1997
Set Size: 99 cards
Packaging: 15-card booster packs
Suggested Retail: $2.95 per booster pack

Counterstrike™ & © Wizards of the Coast

[on deck]

Babylon Project

In an age where licensed game products are all the rage, sci-fi fans eagerly awaited Chameleon Eclectic's *Babylon Project* RPG, based on the hit television show "Babylon 5." As soon as the core rules were released, fans were buzzing with questions.

First and foremost, how is *The Babylon Project* as a role-playing system? Answer: pretty good. The designers were undoubtedly aware that the book would draw the attention of some non-gaming Babylon 5 fans, and they took careful measures to keep the system smooth and simple.

The game emphasizes role-playing over combat; this is a good thing. The bulk of character generation is coming up with a strong personality and background, not tedious number-crunching. GM's need not fear having to deal with god-like characters—the system has all player characters start out at relatively low power levels, another good thing for beginning groups.



But even the residents of Babylon 5 get into a scuffle every now and then, and when it's time for combat, the system is simple and efficient. From a player's standpoint, *The Babylon Project* is a good entry-level game. The mechanics are easy to learn and they do a good job of capturing the feel of the show.

However, the GM is in for a much harder time. If you're a die-hard "Babylon 5" fan looking for the inside scoop, look elsewhere. The core rules cover just that—the core rules. The non-human races are looked at in a broad scope only. There are no details on characters from the show and there are no rules for ship to ship combat. There's not even a simple schematic of the station. While there's a nicely laid-out timeline that covers the important historical details, a GM who's not a devotee of the show will have trouble running a campaign with only this book at his disposal.

By itself, *The Babylon Project* is a decent product. You'll get your $25 worth, but even a thorough read of the material provided is likely to leave you feeling a little empty. If Chameleon Eclectic supports the game with a strong line of supplements, *The Babylon Project* could become an excellent system. Right now, there's simply not enough for the seasoned role-player.

—Steven S. Lore

[the box]

babylon project

Publisher: Chameleon Eclectic Entertainment, Inc.
Designers: Joseph Cochran and Charles Ryan
Genre: Space Epic
Format: 200-page softcover
Dice Required: several six-sided dice in different colors
Release: April 1997
Suggested Retail: $25
Contact: info@blackeagle.com or www.blackeagle.com

Babylon 5 names, characters and all related indicia are ™ & © Warner Bros.

[on deck]

Star Wars Introductory Adventure Game

West End Games' *Star Wars* role-playing game has been around for nearly a decade and has proven itself to be one of the easiest and exciting games on the market. Unfortunately, that market has been limited. In an effort to bring more players into the joys of role-playing, West End assembled an impressive introductory set.



This new set isn't the same thing as the regular role-playing game. The *Star Wars Introductory Adventure Game* contains the same rules at its heart, but simplifies the system by disposing with a number of the advanced rules—rules that could easily overwhelm new players and get in the way of having a really great time the first time they play. This was the whole point of the *Introductory Adventure Game* and the designers succeeded admirably.

The game is fast-moving, exciting and almost incapable of getting bogged down in discussions concerning rules interpretations. The format of the game helps, too. There are two rules booklets; one for the players and one for the narrator (game master), so the rules don't seem daunting to a beginner. The booklets are nicely peppered with scenes from the movies to break up the text and remind the reader that they're playing in the "Star Wars" universe.

The largest book in the set is the Adventure Book. It contains a seven-part introductory adventure (each part takes about two hours to play) that takes the players from their humble beginnings to heroes who save a planet from Imperial occupation. The rest of the components are some excellent double-sided maps, reference cards with scenes from the movies, a booklet of character templates and a vast array of cut-out stand-ups with some of the worst art ever seen in a Star Wars product (the AT-ST is cool though).

If you're hoping to use this set with your regular *Star Wars* game you'll have to do a little work, but the Adventure Book alone is well worth it. For beginners this is a top-notch product that I can't recommend highly enough and will introduce them to the wonderful world of role-pla...er, adventure gaming.

—Jon Leitheusser

[the box]

star wars introductory adventure game

Publisher: West End Games
Designer: Peter Schweighofer
Genre: Science Fiction
Release: March 1997
Packaging: Boxed Set; player booklet, narrator booklet, adventure book, character template booklet, 4 two-sided maps, 4 sheets of stand-ups, 8 sheets of reference cards and six dice.
Suggested Retail: $19.95

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[on deck]

Groo

If you're unfamiliar with the world of Groo, imagine a cartoon Conan with diminished mental capacity and lacking in sword-eye coordination. And while the world's most famous Cimmerian is known by nicknames like "the Conqueror" and "the Destroyer," the best that can be said of Groo is that he wanders. And where Groo wanders, disaster follows. That's the setting for *Groo: The Card Game*.

Two to six players compete to keep Groo (and his semi-loyal pooch Rufferto) the heck away from the cities they are attempting to build to win the game. You build cities and armies by rolling the six included dice and using the icons generated—kopins (money), supplies or labor—to play some or all of the five cards in your hand.

[the box]

Publisher: Archangel Entertainment
Designers: Sergio Aragones & Ken Whitman
Genre: Comic Fantasy
Release: May 1997
Packaging: Box set includes all 100 cards and 7 dice
Suggested Retail: $16.95

Cards come in four flavors: buildings, used to construct your town and gain victory points; troops, used to fight other players and raze their towns; Groo cards, used to influence the movement of our hero; and wild cards, which are random events that can be played during other players' turns.



Where Groo starts each turn is randomly determined by the Groo movement die. What took you many turns to construct is usually quickly deconstructed when Groo comes to town. Even if Groo manages to avoid your town, other players can use their troops to attack and keep you from gaining the seven points needed to win.

The result is destruction with a capital "D." Towns come and go at an unhealthy (for the denizens) clip in this fast-paced free-for-all. This makes for many funny moments, as whoever is in the lead will undoubtedly catch the attention of Groo. Any well-planned drive for victory usually collapses in a dust cloud of disaster.

Groo's high degree of randomness makes it a fun party game, perfect when non-gamers are part of the mix or your brain is shutting down after 20 straight hours of *BattleFireRunner: The Eternal SimGathering*.

Unfortunately, as a strategy game, *Groo: The Card Game* may be too true to the chaotic world its hero inhabits. How you fare in the game is more a matter of luck and the actions of the back-stabbing weasels you're playing against, than your own clever tactics.

Groo's comic book adventures always end with a moral, for his game it would have to be: Luck is good, but a game based on lotsa luck is not necessarily great.

—Tom Slizewski

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[on deck]

Warhammer: Epic 40,000

In the grim darkness of the far future, there is only war. The armies of the Imperium fight endless battles to save humanity from the savage, brutal space orks and the corrupting darkness of chaos. This is the present of *Epic 40,000*.

Epic 40,000 is the most complete miniatures-based war game that Games Workshop has ever produced. Included in the box are two massive armies—Space Marines of the Imperium and a brutal Space Ork Horde—beautiful scenery, three rule books, dice, counters, rulers and everything else that you need to play. The quality of the models and scenery is incredible, and the rule books are both easy to use and beautifully illustrated. Technically, *Epic 40,000* is a re-print of Games Workshop's original *Epic* game, but streamlined rules and a comprehensive packgage make the new version vastly superior.

The object of *Epic 40,000* is to amass huge armies, consisting of infantry, tanks, air support and giant robotic titans and pit them against your enemies in battles of, well, epic proportions! The size of the armies on either side can range to literally thousands of units, and the variety of miniatures and forces to choose from is incredible.

For those familiar with *Warhammer 40,000 (40K)*, there are vehicles and war engines that you can field in *Epic* that you can't in *40K*, including Titans, Ork Gargants, super-heavy tanks and aerial support units such as bombers and gunships. These new troop-types add a new dynamic to war in the fortieth millennium that is missing in *40K*.

Play itself is very simple and incredibly exciting. The rules are clear, concise and easy to learn, and play flows smoothly as the battle progresses. Instead of resolving conflicts on a troop-to-troop basis, players compare army against army, taking into account such factors as terrain, cover and even the confusion caused by bullets flying through the air.

Players take turns in each phase moving, shooting and charging into hand-to-hand combat, with the initiative winner for the phase choosing to act first or second. Units that are not close enough to their commander are not "in command," and may not move or shoot because they are too far away to receive orders. Army morale varies throughout the game, rising when objectives are accomplished and enemies killed, dropping when units are defeated and regiments are wiped out. The winner of the game is the player who drives the enemy's morale to zero or the player who completes the scenario objective if a specific scenario is being played.

The box comes with many scenarios and 'historic' re-enactments, where each army is given several specific goals, so the game is more than just trying to wipe out your enemy, though there is enough of that for even the most bloodthirsty of players. (It is, after all, a wargame!)

Epic 40,000 is the most exciting table-top war game to hit the market in a long time. The rules are clear, the games exciting and the possibilities are endless. Even the price is reasonable, considering the colossal amount of stuff that comes in the box. Any wargamer who is tired of little battles consisting of a few units, or any gamer who's looking to try a wargame but has been daunted by the sheer volume of miniatures and rules supplements out there, should pick up a copy of *Epic 40,000*. It won't let you down!

—Patrick Freivald

[the box]

warhammer: epic 40,000

Publisher: Games Workshop
Designers: Andy Chambers and Jervis Johnson
Genre: Science Fiction Wargame
Release: April 1997
Packaging: Boxed Set, including three rule books
Suggest Retail: $69.95



[the good]

- Excellent miniatures make an excellent game. The detail on the models is incredible, considering their small size, and the variety of troops to choose from leaves endless possibilities for a general to assemble his army.
- The rules are simple enough that play is smooth, and there is enough variety to keep the game interesting.
- Games Workshop backs up the *Epic 40,000* boxed set with hundreds of beautiful miniatures already available at most hobby stores, so model collectors will not need to wait before collecting their massive armies.

[the bad]

- The only really bad problem with the basic box is that there are hardly enough "orders" dice (which are used as counters, to keep track of which troops are doing what) for all of the units that are bound to wind up on the table during a game. Sheets of counters would have been better.

[the ugly]

- Huge armies means hundreds of 3-millimeter, highly detailed models to paint. While the effort will pay off in a gorgeous army, even the most patient of painters will likely end up in an asylum before their army is completely painted.

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[on deck]

Kult: Second Edition

Sure, the World of Darkness is dark and *Call of Cthulhu* is a little twisted, but *Kult: Second Edition* will make your eyes bug out. The second edition is cleaner and redefines the game.

The universe of *Kult* is a dark, industrial world where what we "know" is not real. Humans, once gods, are now stuck with a myopic understanding of the universe, caged there by the Demiurge (the being who created the universe). Morality is a fabrication, and things are a lot uglier than we would ever want to believe. But human beings haven't lost their divinity; it's merely trapped within them. Characters have the opportunity to start letting it out as they stray into realms where humans are no longer wanted.



[the box]

kult: second edition

Publisher: Target Games AB
Designers: Gunilla Jonsson and Michael Petersén
Genre: Horror
Dice Required: One 20-sided die
Release: April 1997
Suggested Retail: $29.95

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For the most part, the simple rules of *Kult* changed little in the second edition. The combat system has been made faster and more efficient to keep it from bogging down, and the magic system has been made easier to use and more flexible by allowing improvisational effects in addition to the ritualized spells.

Kult: Second Edition doesn't make any major changes to the existing universe, but it enriches it with new material. Some notable examples include the Arcanum Metropoli (a mystical encyclopedia by Leonardo da Vinci) and the re-establishment of the Demiurge's citadel in Metropolis, the colossal city that spawned all others. It also includes an introductory adventure, a nice touch for new players.

The most startling change you'll notice in the second edition is its look. The layout seems straight out of the graphic design community, a novelty for the hobby game industry. My only major criticism for the book is that most, if not all, of the art is straight from the *Kult* collectible card game. While this art is fantastic, intense and appropriate, it doesn't really vary from the boxed art we expect from a CCG.

Overall, I think *Kult: Second Edition* is both well worth playing and buying. It is a rich, innovative universe filled with mind-stretching concepts and morality-bending truths. However, be careful; as the book says, it's for mature players with open minds.

—Matthew D. Grau

[on deck]

Delta Green

One of the problems in running a modern-day *Call of Cthulhu* campaign is the difficulty of finding a convincing reason for a diverse group of investigators to join together to seek out the agents of the Mythos. Pagan Publishing's *Call of Cthulhu* supplement *Delta Green* goes a long way towards solving that problem. If you've ever wanted to see an "X-Files" episode where Scully and Mulder uncover evidence of the Cthulhu Mythos, you're going to love this supplement.

Delta Green is a covert former government agency that knows about some of the horrors out there and recruits others in the struggle to save mankind. Unfortunately, a far larger government agency named Majestic-12 are the unwitting dupes of the Mythos (in the guise of alien visitors). Majestic-12 is perfectly willing to allow them to abduct a few people and mutilate a few cattle as long as we get some advanced technology in exchange.



[the box]

delta green

Game: *Call of Cthulhu*
Publisher: Pagan Publishing
Authors: Dennis Detwiller, Adam Scott Glancy, John Tynes
Genre: Modern Horror
Format: 298 page trade paperback
Release: March 1997
Suggested Retail: $27.95

Delta Green ™ & © ?????

The book contains detailed background on Delta Green and Majestic-12, along with character profiles for several NPCs from each agency. You also get South American Nazis, an organized crime group run by a Great Old One and a wonderfully crafted web of conspiracy. Within the appendices is a detailed description of every government agency a GM is likely to need; it even includes the operating budget of the NSA!

Finally, the book includes two short scenarios and a major campaign. The first scenario involves the recruitment of one or more players in an existing campaign by Delta Green. This is a great way to get characters into the action and out of the mindset of, "Let somebody else save the world. I'm going to go home and get drunk!"

Delta Green does much to expand the options of the GM of a modern day campaign and the subject material is thoroughly engrossing. The web of interlocking conspiracies has so much internal consistency that I found myself wondering if this wasn't the truth only pretending to be a game. *Delta Green* is the model of what a good roleplaying supplement should be. It solves problems inherent to putting together a good *Cthulhu* campaign, expands upon the system and even stands on its own as interesting material. You can't ask for much more than that.

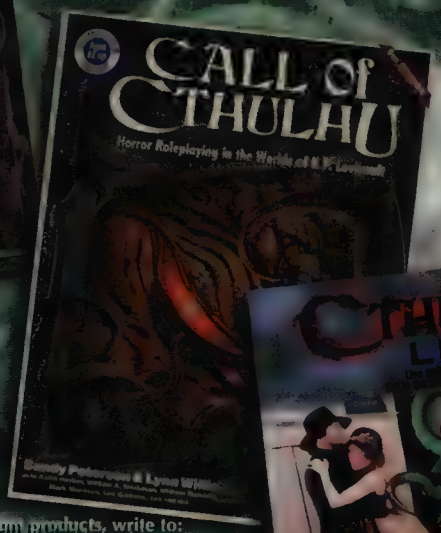
—P. A. Posehn

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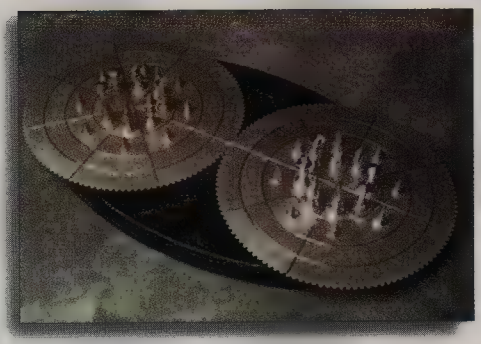
Global Chess

There were several interesting new games on display at this year's GAMA trade show, but none more intriguing than *Global Chess*, a recreation of the classic game with a twist. *Global Chess* uses all the rules and pieces of regular chess, but it's laid out on a spherical board (in two dimensions, of course). Confusing? You have no idea. But if studying the board doesn't give you brain cramps, it's worth giving a second look.

The highest selling point of *Global Chess* is its remarkable craftsmanship. The two interlocking boards are beautiful to look at, as are the chrome machine-sculpted pieces. The boards rotate like lazy susans, helping you to visualize possible moves. Altogether, it's a very attractive set.

But a game is about more than looks, right? Definitely, and when it comes to the game part, *Global Chess* is every bit as good as its classic counterpart. All the subtle strategies of regular chess are present, and then some. Instead of just focusing your efforts in one direction, you need to consider all angles. You can attack from multiple directions, but that means you need to defend from multiple directions as well.

Consider the bishop, which, following the three-dimensional translation of its normal movement, snakes around the board. In regular chess it's easy to tell where a bishop can move, but it's much harder to conceptualize the bishop's movement in *Global Chess*. A bishop in the center ring of a board can move away from or cross the pole in either direction, can attack from *four* possible positions!



It's a lot to take in but, if you're a fan of regular chess, *Global* opens up a lot of intriguing options. The bottom line? Two hundred dollars may seem like a lot for a game, but considering the quality of the craftsmanship and the aesthetic appeal of the set (it makes a marvelous conversation piece), two c-notes is really an incredible bargain.

Global Chess is a work of true ingenuity, one of the best chess variants the gaming industry has seen. The idea is grand in its simplicity and the execution is flawless.

—Jeff Hannes

[the box]

global chess

Publisher: Global Chess International
Designers: Tony and David Welman
Genre: Classic Tabletop
Packaging: Two rotating boards, 32 chess pieces, VHS instruction tape and demo CD-ROM.
Suggested Retail: $200 (aluminum board & pieces, incl. carrying case); $60 (plastic board & pieces)

If you'd like to purchase or find out more about Global Chess, call 503-653-6504 or e-mail globalac@cyberhighway.net. Information is also available on the Global Chess web page: www.globalchess.com.

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[on deck]

Trial of the Century

Say you were building a time capsule for 1996. Along with an Alanis Morrisette CD and a Dole-for-President button, you'd probably want something to represent the worldwide obsession that sprung up over the murder trial of O.J. Simpson. Fortunately, Companion Games has taken care of that for you with *Trial of the Century*, a humorous board game of trials and (more frequently) errors.

As attorneys in a media-circus murder trial, players travel through the halls of justice (otherwise known as "around the board") trying to build their case, either for the prosecution or the defense. This is done by drawing and playing cards: Evidence, witnesses, jury members and legal trickery are all available in the draw pile, as well as objection cards to stop the actions of the other players.



Along with whatever game effects it may have, each card also has two point values—one for the prosecution and one for the defense (you get the point value which corresponds to the side you're playing). The goal is to get to the finish line first with the most points in play; if you do so, the verdict is in your favor, and you win.

Although the names have been changed, the caricatured art and provocative card titles make sure that every last bit of dark humor is wrung out of the subject matter. It doesn't take an expert witness to figure out what cards like Judge Neato and the Low-Speed Chase are all about. And, should you get tired of the Simpson case, the *Great Trials* expansion promises new cards from other, more current events.

There are strategies and combinations available in the game, but they almost seem beside the point. *Trial of the Century* is, at heart, a novelty game. (Whoops. Used the N-word.) To some, it might seem a little grotesque; others will get a kick out of poking fun at our legal system and the wacky turns it can take. There's not a lot to it, and it's probably not worth $25, but it is a blast to play.

—Jason Schneiderman

[the box]

trial of the century

Publisher: Companion Games
Genre: Topical Humor
Format: Board Game
Players: Two to four
Packaging: Boxed set with game board, one six-sided die, four attorney tokens and 64 game cards.
Release: March 1997
Suggested Retail: $24.95
Contact: comgames@aol.com

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Top 4 players will be awarded invitations to the 1997 World Championships taking place August 15–17, 1997, in Seattle, Washington.

Variety of *Magic* events will be open to everyone during the U.S. National Championships at Origins. Last chance to qualify will be on Thursday, July 17, in six U.S. National Qualifier tournaments held throughout the day at Origins. Two invitations will be awarded per tournament.

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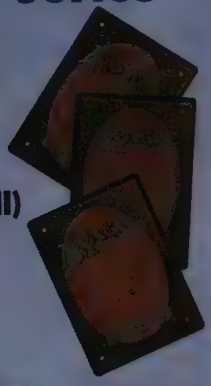
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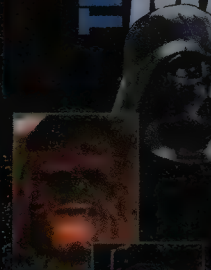


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CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked…
One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels is important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is, not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PA; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AK; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford, VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin, CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; The Dugout in Corpus Christi, TX; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action in AK; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in Seguin, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgic Talk in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, GA; and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pic-A-Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand in AL; in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderahon Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Where on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in [illegible]; WA; The Zone in Louisville, KY

GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," including local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest Magic* Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

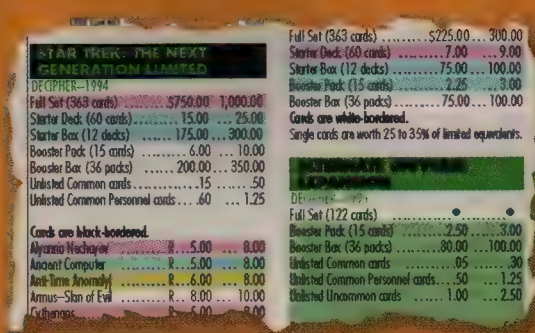
Color boxes to the left of the card name mark the card's color or group.



How to use the *InQuest* CCG Price Guide

In this example, **Star Trek: The Next Generation Limited** is the name of the game, **Decipher** is the name of the manufacturer, and **Alternate Universe** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.



InQuest price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards) $2,800.00 .. 3,600.00
Starter Deck (60 cards) 225.00 ... 275.00
Starter Box (10 decks) 1,900.00 .. 2,600.00
Booster Pack (15 cards) 125.00 ... 150.00
Booster Box (36 packs) ... 3,500.00 .. 4,800.00
All unlisted cards are 80 percent of Beta value.
Alpha Errors are worth 125 percent of Beta value.

Orcish Artillery	8.00	10.00
Orcish Oriflamme	15.00	25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) $3,000.00 .. 3,600.00
Starter Deck (60 cards) 200.00 ... 275.00
Starter Box (10 decks) 1,800.00 .. 2,600.00
Booster Pack (15 cards) 100.00 ... 150.00
Booster Box (36 packs) ... 3,500.00 .. 4,400.00
Unlisted Commons 50 1.00

Name	Low	High
Air Elemental	3.00	4.00
Ancestral Recall	130.00	175.00
Animate Artifact	1.50	3.00
Animate Dead	1.50	3.00
Animate Wall	5.00	8.00
Ankh of Mishra	8.00	12.00
Armageddon	20.00	30.00
Aspect of Wolf	10.00	12.00
Bad Moon	18.00	30.00
Badlands	28.00	42.00
Balance	30.00	40.00
Basalt Monolith	5.00	8.00
Bayou	28.00	42.00
Berserk	30.00	50.00
Birds of Paradise	30.00	40.00
Black Knight	3.00	5.00
Black Lotus	325.00	390.00
Black Vise	8.00	12.00
Black Ward	1.00	1.75
Blaze of Glory	38.00	45.00
Blessing	10.00	14.00
Blue Elemental Blast	.75	1.50
Blue Ward	1.00	2.50
Bog Wraith	1.50	3.00
Braingeyser	15.00	25.00
Burrowing	1.50	3.00
Camouflage	9.00	13.00
Castle	1.50	3.00
Celestial Prism	1.50	3.00
Channel	1.50	3.00
Chaos Orb	60.00	90.00
Chaoslace	3.00	6.00
Circle of Protection: Red	1.00	1.50
Clockwork Beast	7.00	10.00
Clone	8.00	14.00
Cockatrice	9.00	15.00
Consecrate Land	15.00	20.00
Conservator	1.00	2.00
Contract from Below	6.00	10.00
Control Magic	7.00	10.00
Conversion	1.50	3.00
Copper Tablet	8.00	12.00
Copy Artifact	15.00	20.00
Counterspell	10.00	15.00
Crusade	15.00	25.00
Crystal Rod	2.00	3.00
Cursed Land	2.00	3.00
Cyclopean Tomb	55.00	80.00
Dark Ritual	3.00	6.00
Darkpact	6.00	10.00
Deathgrip	2.00	4.00
Deathlace	4.00	5.00
Demonic Attorney	7.00	10.00
Demonic Hordes	15.00	25.00
Demonic Tutor	10.00	18.00
Dingus Egg	8.00	12.00
Disenchant	2.00	4.00
Disintegrate	2.00	3.00
Disrupting Scepter	15.00	25.00
Dragon Whelp	3.00	5.00
Drain Power	8.00	12.00
Dwarven Demolition Team	8.00	15.00
Earth Elemental	2.00	3.00
Earthbind	1.00	2.00
Earthquake	8.00	12.00
Elvish Archers	8.00	12.00
Evil Presence	2.00	3.00
False Orders	4.00	6.00
Farmstead	6.00	9.00
Fastbond	10.00	15.00



TOP 10 HOTTEST CARDS

10) Vampiric Tutor

Hmmm...Vampiric Tutor has dropped a bit this month. Suppose that has anything to do with people realizing it's inferior to its Demonic counterpart? Probably not, but we like the guy with the horns. He's a much better teacher, and in our sleep he tells us to sacrifice kittens.

Feedback	1.50	3.00
Fire Elemental	2.00	4.00
Fireball	3.00	5.00
Flashfires	2.00	3.00
Force of Nature	20.00	25.00
Forcefield	100.00	130.00
Fork	25.00	35.00
Fungusaur	8.00	12.00
Gaea's Liege	10.00	16.00
Gauntlet of Might	100.00	120.00
Glasses of Urza	1.50	3.00
Gloom	1.50	3.00
Goblin Balloon Brigade	1.50	3.00
Goblin King	12.00	20.00
Granite Gargoyle	12.00	20.00
Green Ward	1.00	2.00
Guardian Angel	1.00	2.00
Helm of Chatzuk	5.00	8.00
Hive, The	9.00	13.00
Howling Mine	14.00	22.00
Hurricane	2.00	5.00
Hypnotic Specter	8.00	15.00
Ice Storm	18.00	25.00
Icy Manipulator	30.00	52.00
Illusionary Mask	40.00	55.00
Instill Energy	1.50	3.00
Invisibility	5.00	8.00
Iron Star	2.00	3.00
Island Sanctuary	6.00	9.00
Ivory Cup	1.00	2.00
Jade Monolith	4.00	7.00
Jade Statue	16.00	20.00
Jayemdae Tome	15.00	35.00
Juggernaut	8.00	12.00
Karma	2.00	4.00
Keldon Warlord	3.00	5.00
Kormus Bell	6.00	10.00
Kudzu	6.00	10.00
Lance	2.00	4.00
Ley Druid	1.50	3.00
Library of Leng	1.50	4.00
Lich	45.00	60.00
Lifeforce	2.00	3.00
Lifelace	4.00	6.00
Lifetap	2.00	3.00
Lightning Bolt	2.00	6.00
Living Artifact	6.00	9.00
Living Lands	5.00	8.00
Living Wall	3.00	7.00
Llanowar Elves	.75	1.50
Lord of Atlantis	9.00	15.00
Lord of the Pit	12.00	20.00
Lure	1.50	3.00
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	20.00
Manabarbs	7.00	10.00
Mana Flare	8.00	14.00
Mana Short	8.00	14.00
Mana Vault	7.00	12.00
Meekstone	8.00	12.00
Mind Twist	10.00	15.00
Mox Emerald	150.00	200.00
Mox Jet	150.00	200.00
Mox Pearl	150.00	200.00
Mox Ruby	150.00	200.00
Mox Sapphire	150.00	200.00



TOP 10 HOTTEST CARDS

9) Grinning Totem

If you're losing a duel, whacking your opponent over the head with a fire iron is considered unsportsmanlike, yet stealing a card from his library and thrashing him with it is considered good tactical play. Weird, huh?

Natural Selection	30.00	40.00
Nether Shadow	6.00	10.00
Nettling Imp	4.00	8.00
Nevinyrral's Disk	12.00	30.00
Nightmare	20.00	30.00
Northern Paladin	12.00	20.00
Obsianus Golem	2.00	3.00
Orcish Artillery	2.00	3.00
Orcish Oriflamme	2.00	4.00
Paralyze	.75	1.50
Personal Incarnation	8.00	13.00
Phantasmal Forces	1.50	3.00
Phantom Monster	1.50	3.00
Pirate Ship	6.00	10.00
Plateau	28.00	42.00
Power Surge	8.00	12.00
Prodigal Sorcerer	1.00	2.00
Psionic Blast	20.00	30.00
Purelace	3.00	6.00
Raging River	40.00	60.00
Red Elemental Blast	1.00	1.50
Red Ward	1.50	2.50
Regrowth	9.00	14.00
Resurrection	3.00	7.00
Reverse Damage	12.00	20.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	18.00
Rock Hydra	12.00	20.00
Rod of Ruin	2.00	4.00
Royal Assassin	20.00	35.00
Sacrifice	2.00	5.00
Savannah	28.00	42.00
Savannah Lions	8.00	14.00
Scavenging Ghoul	2.00	3.00
Scrubland	28.00	42.00
Sedge Troll	10.00	16.00
Sengir Vampire	9.00	14.00
Serra Angel	14.00	22.00
Shatter	.75	1.25
Shivan Dragon	32.00	46.00
Simulacrum	2.00	4.00
Sinkhole	12.00	18.00
Siren's Call	1.50	2.50
Sleight of Mind	6.00	11.00
Smoke	5.00	8.00
Sol Ring	3.00	5.00
Soul Net	3.00	4.00
Stasis	8.00	12.00
Steal Artifact	1.50	3.00
Stone Giant	1.50	3.00
Stone Rain	.75	1.50
Sunglasses of Urza	5.00	10.00
Swords to Plowshares	5.00	8.00
Taiga	28.00	42.00
Terror	1.00	1.50
Thicket Basilisk	3.00	5.00
Thoughtlace	4.00	7.00
Throne of Bone	2.00	3.00
Timber Wolves	6.00	10.00
Time Vault	65.00	85.00
Time Walk	175.00	225.00
Timetwister	100.00	150.00
Tropical Island	28.00	42.00
Tsunami	1.50	3.00
Tundra	28.00	42.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	45.00	65.00
Underground Sea	28.00	42.00
Uthden Troll	1.50	3.50
Verduran Enchantress	6.00	10.00
Vesuvan Doppelganger	30.00	40.00
Veteran Bodyguard	12.00	20.00
Volcanic Eruption	8.00	12.00
Volcanic Island	28.00	42.00
Wall of Air	1.50	3.00
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.00
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.00
Wall of Stone	1.50	2.00
Wall of Swords	1.50	3.00
Wall of Water	1.50	2.00
Wanderlust	1.50	2.00
Warp Artifact	5.00	7.00
Water Elemental	2.00	3.00
Web	6.00	10.00
Wheel of Fortune	20.00	30.00
White Knight	4.00	6.00
White Ward	2.00	3.00
Will-O'-The-Wisp	18.00	30.00
Winter Orb	9.00	14.00
Wooden Sphere	1.50	2.00
Word of Command	50.00	65.00
Wrath of God	20.00	30.00
Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards) $1,900.00 .. 2,500.00
Starter Deck (60 cards) 160.00 ... 225.00
Starter Box (10 decks) 1,500.00 .. 2,000.00
Booster Pack (15 cards) 80.00 ... 110.00
Booster Box (36 packs) ... 2,800.00 .. 3,800.00
Unlisted Commons 25 50

Name	Low	High
Air Elemental	1.00	2.50
Ancestral Recall	115.00	145.00
Animate Artifact	1.00	1.50
Animate Dead	1.00	1.50
Animate Wall	2.50	4.00
Ankh of Mishra	3.00	5.00
Armageddon	8.00	12.00
Aspect of Wolf	4.00	5.00
Bad Moon	5.00	8.00
Badlands	15.00	25.00
Balance	4.00	5.00
Basalt Monolith	3.00	5.00
Bayou	15.00	25.00
Berserk	30.00	40.00
Birds of Paradise	4.00	8.00
Black Knight	2.00	3.00
Black Lotus	225.00	280.00
Black Vise	1.50	3.00
Black Ward	1.00	1.50
Blaze of Glory	35.00	50.00
Blessing	4.00	6.00
Blue Ward	1.00	1.50
Bog Wraith	1.00	2.50
Braingeyser	10.00	14.00
Burrowing	1.00	1.50
Camouflage	5.00	8.00
Castle	1.00	2.00
Celestial Prism	.50	1.00
Channel	.50	1.00
Chaoslace	1.00	1.50
Chaos Orb	50.00	75.00
Circle of Protection: Red	.50	1.00
Clockwork Beast	5.00	8.00
Clone	5.00	8.00
Cockatrice	6.00	10.00
Consecrate Land	10.00	15.00
Conservator	1.00	2.00
Contract from Below	4.00	6.00
Control Magic	5.00	8.00
Conversion	1.00	1.50
Copper Tablet	5.00	8.00
Copy Artifact	10.00	15.00
Counterspell	8.00	12.00
Crusade	10.00	15.00
Crystal Rod	1.50	2.50
Cursed Land	1.00	2.00
Cyclopean Tomb	40.00	60.00
Dark Ritual	2.00	3.00
Darkpact	4.00	6.00
Deathgrip	1.00	2.00
Deathlace	3.00	4.00
Demonic Attorney	5.00	8.00
Demonic Hordes	10.00	15.00
Demonic Tutor	8.00	12.00
Dingus Egg	5.00	8.00
Disenchant	1.00	2.00
Disintegrate	1.00	2.00
Disrupting Scepter	10.00	15.00

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

IQ price guide

	Low	High
Clone	5.00	8.00
Cockatrice	5.00	8.00
Consecrate Land	10.00	15.00
Conservator	1.00	1.50
Contract from Below	4.00	6.00
Control Magic	2.00	3.00
Conversion	1.00	2.00
Copper Tablet	7.00	10.00
Copy Artifact	8.00	12.00
Counterspell	2.50	4.00
Crusade	6.00	9.00
Crystal Rod	1.00	1.50
Cursed Land	1.00	1.50
Cyclopean Tomb	45.00	55.00
Darkpact	5.00	7.00
Deathgrip	1.00	1.50
Deathlace	2.00	3.00
Demonic Attorney	5.00	8.00
Demonic Hordes	12.00	18.00
Demonic Tutor	6.00	12.00
Dingus Egg	4.00	6.00
Disrupting Scepter	3.00	5.00
Dragon Whelp	2.00	3.00
Drain Power	4.00	6.00
Dwarven Demolition Team	6.00	10.00
Earth Elemental	1.00	2.00
Earthbind	.75	1.50
Earthquake	4.00	6.00
Elvish Archers	3.50	6.00
Evil Presence	1.00	1.50
False Orders	3.00	6.00
Farmstead	4.00	6.00
Fastbond	5.00	8.00
Feedback	1.00	1.50
Fire Elemental	1.00	3.00
Flashfires	1.00	1.50
Force of Nature	4.00	8.00
Forcefield	85.00	100.00
Fork	16.00	22.00
Fungusaur	6.00	9.00
Gaea's Liege	6.00	10.00
Gauntlet of Might	85.00	110.00
Glasses of Urza	1.00	1.50
Gloom	1.00	2.00
Goblin Balloon Brigade	1.00	1.50
Goblin King	7.00	9.00
Granite Gargoyle	10.00	14.00
Green Ward	.50	1.00
Guardian Angel	.50	1.00
Helm of Chatzuk	3.50	5.00
Hive, The	5.00	9.00
Howling Mine	8.00	12.00
Hurricane	1.00	1.50
Hypnotic Specter	3.00	4.50
Ice Storm	16.00	22.00
Icy Manipulator	32.00	42.00
Illusionary Mask	35.00	50.00
Instill Energy	1.00	2.00
Invisibility	5.00	7.00
Iron Star	1.00	1.50
Island Sanctuary	2.00	4.00
Ivory Cup	1.00	1.50
Jade Monolith	2.50	4.00
Jade Statue	12.00	18.00
Jayemdae Tome	4.00	7.00
Juggernaut	4.00	7.00
Karma	1.00	2.00
Keldon Warlord	2.00	3.00
Kormus Bell	3.00	5.00
Kudzu	4.00	9.00
Lance	2.00	4.00
Ley Druid	1.00	1.50
Library of Leng	1.00	2.00
Lich	35.00	50.00
Lifeforce	1.00	1.50
Lifelace	2.50	4.00
Lifetap	1.00	1.50
Living Artifact	3.00	6.00
Living Lands	3.50	5.00
Living Wall	3.00	5.00
Lord of Atlantis	5.00	8.00
Lord of the Pit	5.00	12.00
Lure	1.00	2.00
Magical Hack	5.00	7.00
Mahamoti Djinn	6.00	10.00
Mana Flare	5.00	8.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Mind Twist	4.00	6.00
Mox Emerald	140.00	160.00
Mox Jet	140.00	160.00
Mox Pearl	140.00	160.00
Mox Ruby	140.00	160.00
Mox Sapphire	140.00	160.00
Natural Selection	25.00	40.00
Nether Shadow	4.00	6.00
Netting Imp	3.00	5.00
Nevinyral's Disk	8.00	12.00
Nightmare	12.00	18.00
Northern Paladin	6.00	10.00
Obsianus Golem	1.00	1.50
Orcish Artillery	1.00	2.00
Orcish Oriflamme	1.50	2.50
Personal Incarnation	4.00	8.00
Phantasmal Forces	1.00	1.50
Phantom Monster	1.00	2.00
Pirate Ship	4.00	6.00
Plateau	15.00	25.00
Power Surge	4.00	6.00
Psionic Blast	18.00	25.00
Purelace	2.50	4.00
Raging River	30.00	50.00
Red Ward	1.00	1.50
Regrowth	3.00	6.00
Resurrection	2.00	4.00
Reverse Damage	6.00	9.00
Righteousness	4.00	8.00
Roc of Kher Ridges	8.00	14.00
Rock Hydra	12.00	18.00
Rod of Ruin	1.00	1.50
Royal Assassin	12.00	18.00
Sacrifice	2.00	3.00
Savannah	15.00	25.00
Savannah Lions	4.00	6.00
Scavenging Ghoul	1.00	2.50
Scrubland	15.00	25.00
Sedge Troll	8.00	12.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	9.00
Shivan Dragon	18.00	24.00
Simulacrum	1.00	1.50
Sinkhole	10.00	13.00
Siren's Call	1.00	2.00
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	6.00	10.00
Soul Net	1.00	1.50
Stasis	4.00	7.00
Steal Artifact	1.00	2.50
Stone Giant	1.00	1.50
Sunglasses of Urza	4.00	5.00
Swords to Plowshares	2.00	3.00
Taiga	15.00	25.00
Thicket Basilisk	2.00	3.00
Thoughtlace	2.50	4.00
Throne of Bone	1.00	1.50
Timber Wolves	4.00	6.00
Time Vault	50.00	60.00
Time Walk	120.00	150.00
Timetwister	90.00	125.00
Tropical Island	15.00	25.00
Tsunami	1.00	2.00
Tundra	15.00	25.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	40.00	50.00
Underground Sea	15.00	25.00
Uthden Troll	1.00	2.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	26.00
Veteran Bodyguard	10.00	15.00
Volcanic Eruption	4.00	6.00
Volcanic Island	15.00	25.00
Wall of Air	1.00	1.50
Wall of Bone	1.00	1.50
Wall of Brambles	1.00	1.50
Wall of Fire	1.00	1.50
Wall of Ice	1.00	1.50
Wall of Stone	1.00	1.50
Wall of Swords	1.25	2.00
Wall of Water	1.00	1.50
Wanderlust	1.00	1.50
Warp Artifact	3.00	4.00
Water Elemental	1.00	3.00
Web	4.00	6.00
Wheel of Fortune	10.00	15.00
White Knight	1.25	2.00
White Ward	1.00	1.50
Will-O'-The-Wisp	6.00	8.00
Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.50
Word of Command	40.00	50.00
Wrath of God	8.00	12.00
Zombie Master	4.00	8.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) $300.00 ... 400.00
Starter Deck (60 cards) 20.00 ... 30.00
Starter Box (10 decks) 175.00 ... 250.00
Booster Pack (15 cards) 6.00 8.00
Booster Box (36 packs) 200.00 ... 275.00
All unlisted cards are worth the same as Unlimited.

Name	Low	High
Aladdin's Lamp	3.00	5.00
Aladdin's Ring	2.00	4.50
Armageddon Clock	1.50	4.00
Badlands	12.00	20.00
Bayou	12.00	20.00
Bottle of Suleiman	2.50	4.00
Brass Man	.75	1.50
Contract From Below	4.00	6.00
Crumble	1.00	2.00
Dancing Scimitar	3.00	4.00
Demonic Attorney	4.00	6.00
Demonic Tutor	3.00	6.00
Desert Twister	1.50	3.00
Dragon Engine	1.25	3.00
Dwarven Weaponsmith	1.00	2.50



TOP 10 HOTTEST CARDS

8) Dual Lands

Two colors. No waiting. (Or damage. Or land loss. Or any of the other restrictions multicolor lands have been saddled with since the days of *Arabian Nights*.) With Classic (Type I) and Classic Restricted (Type 1.5) tourneys on the rise, these guys have made a comeback, big time.

Ebony Horse	2.50	4.00
El-Hajjaj	3.00	5.00
Energy Flux	.50	1.00
Eye for an Eye	3.00	5.00
Flying Carpet	3.50	5.00
Hurkyl's Recall	2.00	4.00
Island Fish Jasconius	2.00	4.00
Jandor's Ring	3.00	5.00
Jandor's Saddlebags	2.00	4.00
Kird Ape	.50	1.00
Magnetic Mountain	2.00	4.00
Mijae Djinn	4.00	7.00
Millstone	6.00	8.00
Mishra's War Machine	2.50	5.00
Onulet	1.25	3.00
Ornithopter	.50	1.00
Plateau	12.00	20.00
Primal Clay	1.50	3.00
Rack, The	1.25	2.00
Rocket Launcher	3.00	6.00
Savannah	12.00	20.00
Scrubland	12.00	20.00
Serendib Efreet	6.00	10.00
Shatterstorm	2.50	4.00
Sol Ring	4.00	6.00
Sorceress Queen	5.00	7.00
Taiga	12.00	20.00
Titania's Song	1.50	4.00
Tropical Island	10.00	15.00
Tundra	12.00	20.00
Underground Sea	12.00	20.00
Volcanic Island	12.00	20.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) $250.00 ... 350.00
Starter Deck (60 cards) 8.00 ... 10.00
Starter Box (10 decks) 75.00 ... 95.00
Booster Pack (15 cards) 2.50 3.50
Booster Box (36 packs) 85.00 ... 110.00
Unlisted Commons 10 25
Unlisted Uncommons 50 1.00

Name	Low	High
Air Elemental	1.00	1.50
Aladdin's Lamp	3.00	5.00
Aladdin's Ring	3.00	5.00
Angry Mob	.75	2.00
Animate Wall	1.50	3.00
Ankh of Mishra	2.50	4.00
Armageddon	6.00	9.00
Armageddon Clock	2.00	4.00
Aspect of Wolf	2.00	4.00
Bad Moon	5.00	8.00
Balance	4.00	7.00
Ball Lightning	8.00	12.00
Birds of Paradise	5.00	8.00
Black Mana Battery	3.00	5.00
Blessing	3.00	5.00
Blue Mana Battery	3.00	5.00
Bottle of Suleiman	2.50	4.00
Bronze Tablet	2.50	4.00
Carrion Ants	3.00	5.00
Chaoslace	1.50	2.50
Circle of Protection: Artifact	1.00	3.00
Clockwork Avian	3.00	6.00
Clockwork Beast	2.50	4.00
Cockatrice	3.50	6.00
Colossus of Sardia	5.00	8.00
Control Magic	1.00	2.00
Coral Helm	2.00	4.00
Cosmic Horror	3.00	5.00
Counterspell	1.00	2.00
Crimson Manticore	2.50	5.00
Crusade	4.00	7.00
Dancing Scimitar	2.50	4.00
Deathlace	1.50	2.50
Dingus Egg	2.50	4.00
Disrupting Scepter	3.00	5.00
Divine Transformation	1.50	3.00
Dragon Engine	1.00	2.00
Drain Power	3.00	5.00
Earthquake	3.00	5.00
Ebony Horse	2.00	4.00
El-Hajjaj	2.00	4.00
Elder Land Wurm	3.50	6.00
Elvish Archers	2.50	5.00
Eye for an Eye	3.00	5.00
Fellwar Stone	2.00	3.00
Flying Carpet	2.50	4.00
Force of Nature	6.00	10.00
Fungusaur	3.00	5.00
Gaea's Liege	4.00	8.00
Goblin King	4.00	6.00
Greed	2.50	4.50
Green Mana Battery	3.00	5.00
Helm of Chatzuk	2.00	4.00
Hive, The	3.00	5.00
Howling Mine	6.00	10.00
Hurkyl's Recall	2.00	4.00
Hurr Jackal	2.00	4.00
Hypnotic Specter	1.50	3.00
Inferno	3.50	5.00
Island Fish Jasconius	2.50	4.00
Island Sanctuary	2.50	4.00
Ivory Tower	3.00	6.00
Jade Monolith	1.25	3.00
Jandor's Saddlebags	2.00	4.00
Jayemdae Tome	3.00	5.00
Killer Bees	2.00	4.50
Kismet	1.50	3.00
Kormus Bell	2.00	4.00
Land Tax	5.00	7.00
Leviathan	5.00	8.00
Lifelace	1.50	2.50
Living Artifact	2.50	4.00
Living Lands	2.50	4.00
Lord of Atlantis	4.00	6.00
Lord of the Pit	6.00	10.00
Magical Hack	3.50	6.00
Magnetic Mountain	2.00	4.00
Mahamoti Djinn	6.00	9.00
Mana Clash	2.00	4.00
Mana Flare	4.00	7.00
Mana Short	3.00	5.00
Mana Vault	3.00	5.00
Manabarbs	2.50	4.00

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

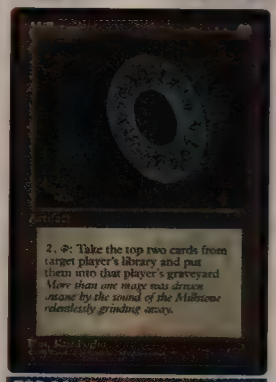
★	Meekstone	3.00	4.00
★	Millstone	4.00	7.00
★	Mind Twist	3.00	5.00
●	Mishra's Factory	3.00	5.00
★	Mishra's War Machine	2.00	4.00
★	Nether Shadow	3.00	4.00
★	Nevinyrral's Disk	5.00	9.00
★	Nightmare	8.00	14.00
☆	Northern Paladin	4.00	7.00
★	Onulet	1.50	3.00
☆	Personal Incarnation	4.00	6.00
★	Pirate Ship	2.50	4.00
★	Power Surge	2.50	4.00
★	Primal Clay	2.00	4.00
★	Psionic Entity	2.50	5.00
☆	Purelace	1.50	2.50
●	Radjan Spirit	.75	2.00
★	Rag Man	2.50	4.00
★	Rebirth	2.50	4.00
★	Red Mana Battery	3.00	5.00
☆	Reverse Damage	4.00	7.00
☆	Righteousness	3.00	6.00
★	Royal Assassin	9.00	15.00
☆	Savannah Lions	3.00	5.00
■	Sengir Vampire	2.50	4.50
○	Serra Angel	5.00	8.00
★	Shivan Dragon	12.00	22.00
★	Sleight of Mind	3.00	5.00
★	Smoke	2.50	4.00
★	Sorceress Queen	4.00	7.00
○	Spirit Link	2.00	4.00
★	Stasis	4.00	6.00
●	Strip Mine	4.00	6.00
★	Sunglasses of Urza	2.50	4.50
○	Swords to Plowshares	.75	2.00
★	Sylvan Library	4.00	6.00
★	Tempest Efreet	2.00	4.00
★	Tetravus	4.00	6.00
★	Thoughtlace	1.50	2.50
★	Timber Wolves	2.50	4.00
★	Time Elemental	6.00	10.00
★	Titania's Song	2.00	3.50
★	Triskelion	4.00	6.00
★	Urza's Avenger	5.00	7.00
★	Verduran Enchantress	2.50	4.00
★	Volcanic Eruption	2.50	4.50
★	Warp Artifact	2.00	4.00
★	Web	2.50	4.00
★	White Mana Battery	2.00	4.50
★	Will-O'-The-Wisp	4.50	7.00
★	Winds of Change	3.00	5.00
★	Winter Orb	3.00	5.00
☆	Wrath of God	5.00	8.00
★	Xenic Poltergeist	2.00	3.00
★	Zombie Master	3.00	6.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$750.00	900.00
Booster Pack (8 cards)	65.00	80.00
Booster Box (60 packs)	3,400.00	4,200.00
Unlisted Commons	.25	.75

	Name	Low	High
○	Abu Ja'far	5.00	10.00
★	Aladdin	10.00	16.00
☆	Aladdin's Lamp	4.00	8.00
★	Aladdin's Ring	5.00	8.00
●	Ali Baba	5.00	8.00
★	Ali from Cairo	70.00	90.00
❑	Army of Allah	6.00	8.00
●	Bazaar of Baghdad	12.00	20.00
★	Battle of Suleiman	5.00	8.00
●	Brass Man	2.00	3.00
❑	Camel	1.50	3.00
★	City in a Bottle	14.00	20.00
●	City of Brass	20.00	26.00
●	Cyclone	5.00	8.00
★	Dancing Scimitar	5.00	8.00
■	Desert	3.00	5.00
■	Desert Nomads	2.50	3.50
●	Desert Twister	3.00	5.00
★	Diamond Valley	50.00	70.00
★	Drop of Honey	30.00	40.00
★	Ebony Horse	4.00	8.00
★	El-Hajjaj	4.00	8.00
★	Elephant Graveyard	25.00	35.00
★	Erhnam Djinn	16.00	30.00
☆	Eye for an Eye	4.00	8.00
●	Flying Carpet	4.00	8.00
■	Flying Men	3.00	8.00
★	Guardian Beast	40.00	60.00
■	Hurr Jackal	2.00	3.50
★	Ifh-biff Efreet	25.00	35.00
★	Island Fish Jasconius	4.00	7.00
★	Island of Wak-Wak	30.00	40.00
★	Jandor's Ring	4.00	8.00
★	Jandor's Saddlebags	4.00	8.00
●	Jeweled Bird	4.00	8.00
☆	Jihad	40.00	50.00
★	Junun Efreet	8.00	12.00
★	Juzam Djinn	125.00	140.00
●	Khabal Ghoul	25.00	40.00
☆	King Suleiman	14.00	20.00
■	Kird Ape	2.00	3.00
●	Library of Alexandria	70.00	100.00
●	Magnetic Mountain	4.00	7.00
●	Merchant Ship	6.00	10.00
■	Metamorphosis	2.00	3.00
★	Mijae Djinn	6.00	10.00
❑	Moorish Cavalry	4.00	6.00
■	Mountain	4.00	12.00
●	Oasis	3.00	5.00
★	Old Man of the Sea	30.00	40.00
■	Oubliette	4.00	6.00
★	Pyramids	20.00	30.00
☆	Repentant Blacksmith	4.00	8.00
★	Ring of Ma'ruf	25.00	40.00
■	Rukh Egg	8.00	14.00
●	Sandals of Abdallah	6.00	12.00
★	Serendib Djinn	18.00	25.00
★	Serendib Efreet	18.00	25.00
☆	Shahrazad	14.00	22.00
●	Sindbad	3.00	6.00
★	Singing Tree	25.00	40.00



TOP 10 HOTTEST CARDS

7) Millstone

Millstoner: Annoying *Magic* player who believes it is more fun to run an opponent out of cards than to kill him by dealing damage. Likes to play duels that take over an hour. Has a strong fondness for blue and white. Is often seen hanging out with Channel/Fireballers.

●	Sorceress Queen	7.00	10.00
■	Stone-Throwing Devils	4.00	6.00
■	Wyluli Wolf	4.00	6.00
★	Ydwen Efreet	8.00	14.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00	400.00
Booster Pack (8 cards)	20.00	25.00
Booster Box (60 packs)	900.00	1,400.00
Unlisted Commons	.25	1.00

	Name	Low	High
☆	Argivian Archaeologist	30.00	40.00
❑	Argivian Blacksmith	.50	1.00
■	Argothian Treefolk	.75	1.50
★	Armageddon Clock	2.50	5.00
■	Artifact Blast	.50	1.00
■	Artifact Possession	.50	1.00
❑	Artifact Ward	.50	1.00
●	Ashnod's Altar	2.00	4.00
●	Ashnod's Battle Gear	1.50	3.00
●	Ashnod's Transmogrant	2.00	4.00
■	Atog	1.00	1.50
★	Bronze Tablet	4.00	8.00
★	Candelabra of Tawnos	40.00	50.00
○	Circle of Protection: Artifact	5.00	8.00
●	Citanul Druid	2.50	4.00
★	Clockwork Avian	7.00	12.00
★	Colossus of Sardia	10.00	15.00
★	Coral Helm	3.00	6.00
●	Cursed Rack	2.00	4.00
○	Damping Field	2.00	4.00
★	Detonate	2.00	3.00
■	Drafna's Restoration	1.00	1.50
●	Dwarven Weaponsmith	1.50	3.00
●	Energy Flux	1.50	3.00
●	Feldon's Cane	5.00	8.00
★	Gaea's Avenger	12.00	18.00
●	Gate to Phyrexia	2.50	4.00
●	Goblin Artisans	1.00	2.00
★	Golgothian Sylex	7.00	10.00
●	Haunting Wind	2.00	3.00
★	Hurkyl's Recall	3.00	6.00
●	Ivory Tower	4.00	6.00
★	Jalum Torne	3.50	5.00
○	Martyrs of Korlis	4.00	6.00
●	Mightstone	2.50	4.00
●	Millstone	5.00	7.00
●	Mishra's Factory (Spring/Fall)	6.00	10.00
●	Mishra's Fac. (Summer/Winter)	8.00	14.00
★	Mishra's War Machine	3.50	5.00
★	Mishra's Workshop	20.00	30.00
★	Obelisk of Undoing	7.00	12.00
●	Onulet	1.50	3.00
■	Orcish Mechanics	.40	1.00
■	Ornithopter	.40	1.00
■	Phyrexian Gremlins	1.00	2.00
●	Power Artifact	3.50	5.00
●	Powerleech	2.50	4.00
■	Priest of Yawgmoth	.75	1.50
●	Primal Clay	2.00	4.00
●	Rack, The	2.00	3.00
●	Rakalite	2.00	4.00
■	Reconstruction	1.00	1.50
❑	Reverse Polarity	1.00	1.50
●	Rocket Launcher	4.00	6.00
■	Sage of Lat-Nam	.50	1.00
★	Shapeshifter	5.00	8.00
★	Shatterstorm	4.00	7.00
■	Staff of Zegon	.50	1.00
●	Strip Mine	6.00	10.00
●	Strip Mine (sky picture)	6.00	10.00
●	Su-Chi	4.00	5.00
■	Tablet of Epityr	.50	1.00
★	Tawnos's Coffin	18.00	22.00
●	Tawnos's Wand	1.50	4.00
●	Tawnos's Weaponry	1.50	4.00
★	Tetravus	8.00	10.00
●	Titania's Song	2.00	4.50
●	Transmute Artifact	3.00	5.00
★	Triskelion	7.00	10.00
★	Urza's Avenger	8.00	12.00
■	Urza's Chalice	.50	1.00
★	Urza's Miter	5.00	10.00
●	Wall of Spears	1.00	2.00
●	Weakstone	2.50	4.00
●	Xenic Poltergeist	2.50	4.00
★	Yawgmoth Demon	10.00	16.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$900.00	1,200.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	850.00	1,000.00
Unlisted Commons	.10	.25

	Name	Low	High
●	Abomination	2.00	4.00
★	Abyss, The	40.00	60.00
★	Acid Rain	16.00	22.00
	Adun Oakenshield	10.00	15.00
●	Adventurers' Guildhouse	2.50	3.50
●	Ærathi Berserker	4.00	6.00
■	Aisling Leprechaun	.75	1.50
☆	Akron Legionnaire	6.00	10.00
★	All Hallow's Eve	30.00	40.00
★	Al-abara's Carpet	10.00	15.00
★	Alchor's Tomb	10.00	15.00
☆	Angelic Voices	9.00	14.00
★	Angus Mackenzie	10.00	15.00
■	Anti-Magic Aura	1.50	2.50
●	Arboria	4.00	6.00
☆	Arcades Sabboth	12.00	20.00
★	Arena of the Ancients	6.00	10.00
■	Avoid Fate	.75	1.50
★	Axelrod Gunnarson	7.00	12.00
★	Ayesha Tanaka	6.00	10.00
●	Azure Drake	2.50	5.00
●	Backdraft	3.00	5.00
●	Backfire	2.50	4.00
■	Barbary Apes	.75	1.50
★	Barktooth Warbeard	3.00	5.00
★	Bartel Runeaxe	10.00	15.00
●	Beasts of Bogardan	2.50	4.00
●	Black Mana Battery	3.00	6.00
■	Blazing Effigy	.50	1.00
●	Blight	2.50	4.00
●	Blood Lust	2.00	4.00
●	Blue Mana Battery	3.50	6.00
	Boris Devilboon	10.00	16.00
●	Brine Hag	3.00	5.00
★	Bronze Horse	6.00	10.00
★	Carrion Ants	10.00	14.00
●	Cathedral of Serra	2.50	4.00
★	Caverns of Despair	8.00	12.00
■	Chain Lighting	2.50	4.00
★	Chains of Mephistopheles	16.00	25.00
★	Chromium	12.00	20.00
☆	Cleanse	12.00	20.00
❑	Clergy of the Holy Nimbus	.50	1.00
●	Cocoon	2.50	4.00
★	Concordant Crossroads	8.00	12.00
★	Cosmic Horror	6.00	9.00
●	Craw Giant	6.00	9.00
●	Crevasse	2.00	4.00
■	Crimson Kobolds	.50	1.00
★	Crimson Manticore	6.00	8.00
■	Crookshank Kobolds	.50	1.00
	Dakkon Blackblade	12.00	18.00
❑	D'Avenant Archer	.50	1.00
■	Darkness	1.00	1.50
●	Deadfall	2.50	4.00
●	Demonic Torment	3.00	5.00
■	Devouring Deep	.50	1.00
★	Disharmony	8.00	12.00
☆	Divine Intervention	9.00	14.00
❑	Divine Offering	.50	1.00
☆	Divine Transformation	8.00	12.00
●	Dream Coat	3.00	5.00



TOP 10 HOTTEST CARDS

6) Kjeldoran Outpost

Why did the Kjeldoran solider cross the road? Why, to beat on the hapless opponent who didn't have nearly enough blockers to stop the onslaught of white weenies, of course. And the fact that the Outpost is an uncounterable land hasn't hurt its long tenure on the top 10.

●	Dwarven Song	3.00	5.00
☆	Elder Land Wurm	8.00	12.00
★	Elder Spawn	7.00	10.00
★	Elven Riders	6.00	10.00
❑	Enchanted Being	.50	1.00
■	Enchantment Alteration	.50	1.00
❑	Equinox	2.00	3.00
●	Eternal Warrior	2.00	4.00
★	Eureka	25.00	35.00
●	Evil Eye of Orms-By-Gore	4.00	6.00
●	Fallen Angel	5.00	7.00
★	Falling Star	9.00	14.00
■	Feint	1.00	1.50
★	Field of Dreams	10.00	15.00
■	Fire Sprites	.50	1.00
★	Firestorm Phoenix	18.00	25.00
■	Flash Counter	.75	1.50
●	Floral Spuzzem	3.00	5.00
■	Force Spike	.50	1.00
★	Forethought Amulet	10.00	15.00
○	Fortified Area	1.50	3.00
●	Frost Giant	3.00	5.00
★	Gabriel Angelfire	8.00	12.00
■	Gauntlets of Chaos	9.00	14.00
■	Ghosts of the Damned	.50	1.00
■	Giant Turtle	.50	1.00
■	Glyph of Doom	.50	1.00
■	Glyph of Delusion	.50	1.00
■	Glyph of Destruction	.50	1.00
❑	Glyph of Life	.50	1.00
■	Glyph of Reincarnation	.50	1.00
★	Gosta Dirk	10.00	15.00
★	Gravity Sphere	16.00	22.00
○	Great Defender	2.50	4.00
○	Great Wall	2.50	4.00
○	Greater Realm of Preservation	7.00	10.00

WENT UP | WENT DOWN | HEAVILY TRADED

10 quest price guide

★ Greed	5.00	8.00
● Green Mana Battery	3.00	6.00
Gwendlyn Di Corci	12.00	16.00
Halfdane	9.00	14.00
● Hammerheim	4.00	6.00
Hazezon Tamar	12.00	20.00
■ Headless Horseman	.50	1.00
○ Heaven's Gate	3.50	5.00
■ Hell Swarm	.50	1.00
★ Hell's Caretaker	12.00	20.00
★ Hellfire	18.00	25.00
❑ Holy Day	.50	1.00
★ Horn of Deafening	6.00	10.00
■ Hornet Cobra	.50	1.00
● Horror of Horrors	4.00	6.00
Hunding Gjornersen	3.00	5.00
● Hyperion Blacksmith	3.00	5.00
● Ichneumon Druid	3.00	5.00
★ Imprison	9.00	12.00
★ In the Eye of Chaos	9.00	14.00
❑ Indestructible Aura	.50	1.00
● Infernal Medusa	6.00	8.00
☆ Infinite Authority	9.00	14.00
★ Invoke Prejudice	10.00	18.00
○ Ivory Guardians	3.00	5.00
★ Jacques le Vert	9.00	14.00
Jasmine Boreal	3.00	5.00
Jedit Ojanen	3.00	5.00
Jerrard of the Closed Fist	3.00	5.00
Johan	10.00	15.00
★ Jovial Evil	10.00	15.00
★ Juxtapose	6.00	10.00
● Karakas	4.00	6.00
Kasimir the Lone Wolf	3.00	5.00
Kei Takahashi	7.00	10.00
★ Killer Bees	10.00	16.00
○ Kismet	4.00	7.00
★ Knowledge Vault	8.00	14.00
● Kobold Drill Sergeant	6.00	10.00
★ Kobold Overlord	9.00	14.00
● Kobold Taskmaster	6.00	10.00
■ Kobolds of Kher Keep	.50	1.00
● Kry Shield	3.00	5.00
☆ Lady Caleria	9.00	14.00
Lady Evangela	9.00	14.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.00	5.00
★ Land Equilibrium	15.00	20.00
○ Land Tax	9.00	12.00
★ Land's Edge	7.00	12.00
● Lesser Werewolf	4.00	6.00
● Life Chisel	4.00	6.00
★ Life Matrix	9.00	14.00
☆ Lifeblood	10.00	15.00
★ Living Plane	16.00	25.00
☆ Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
■ Lost Soul	.50	1.00
● Mana Drain	32.00	42.00
★ Mana Matrix	9.00	14.00
● Marble Priest	3.00	5.00
Marhault Elsdragon	2.00	4.00
★ Master of the Hunt	20.00	30.00
★ Mirror Universe	60.00	75.00
☆ Moat	35.00	55.00
★ Mold Demon	8.00	12.00
■ Moss Monster	.50	1.00
● Mountain Stronghold	2.00	3.00
● Mountain Yeti	2.00	4.00
Nebuchadnezzar	9.00	14.00
★ Nether Void	25.00	35.00
Nicol Bolas	15.00	22.00
★ North Star	12.00	16.00
★ Nova Pentacle	10.00	16.00
❑ Osai Vultures	.50	1.00
Palladia-Mors	12.00	20.00
● Part Water	2.50	4.50
Pavel Maliki	3.00	6.00
● Pendelhaven	3.50	6.00
☆ Petra Sphinx	6.00	9.00
★ Pixie Queen	9.00	14.00
★ Planar Gate	10.00	15.00
● Pradesh Gypsies	2.00	3.00
○ Presence of the Master	4.00	7.00
● Primordial Ooze	2.00	4.00
Princess Lucrezia	3.00	6.00
★ Psionic Entity	6.00	9.00
■ Psychic Purge	1.00	3.00
● Puppet Master	2.50	4.50
■ Pyrotechnics	.50	1.50
● Quagmire	3.00	5.00
★ Quarum Trench Gnomes	9.00	14.00
● Rabid Wombat	4.00	7.00
● Radjan Spirit	2.50	5.00
■ Raging Bull	.50	1.00
★ Ragnar	8.00	12.00
● Ramirez DePietro	3.00	6.00
★ Ramses Overdark	12.00	18.00
☆ Rapid Fire	8.00	12.00
Rasputin Dreamweaver	10.00	15.00
★ Rebirth	5.00	8.00
★ Recall	12.00	18.00
● Red Mana Battery	4.00	7.00
● Reincarnation	3.00	5.00



TOP TO HOTTEST CARDS

5) City of Solitude

Paris is the City of Lights. New York is the City that Never Sleeps. And this is the City of Solitude, which must be out near Minneapolis. When in this City, you're the only one who gets to act during your turn, so sit back and enjoy the view...of your frustrated opponent.

● Relic Barrier	3.00	5.00
● Relic Bind	2.00	4.00
❑ Remove Enchantments	1.00	1.50
■ Remove Soul	.50	1.00
● Reset	5.00	8.00
★ Revelation	7.00	12.00
★ Reverberation	12.00	16.00
○ Righteous Avengers	3.00	5.00
★ Ring of Immortals	12.00	16.00
● Riven Turnbull	3.00	6.00
★ Rohgahh of Kher Keep	12.00	18.00
★ Rubinia Soulsinger	9.00	14.00
■ Rust	.50	1.00
● Sea King's Blessing	3.00	5.00
● Seafarer's Quay	2.00	4.00
○ Seeker	2.00	4.00
● Segovian Leviathan	2.00	4.00
● Sentinel	6.00	10.00
★ Serpent Generator	10.00	20.00
■ Shelkin Brownie	.50	1.00
● Shield Wall	2.00	4.00
○ Shimian Night Stalker	2.50	5.00
● Silhouette	2.50	5.00
Sir Shandlar of Eberyn	3.00	5.00
★ Sivitri Scarzam	3.00	5.00
★ Sol'kanar Swamp King	12.00	20.00
● Spectral Cloak	8.00	12.00
★ Spinal Villain	14.00	20.00
● Spirit Link	7.00	10.00
■ Spirit Shackle	1.00	1.50
☆ Spiritual Sanctuary	9.00	15.00
★ Stangg	8.00	12.00
● Storm Seeker	6.00	9.00
★ Storm World	8.00	12.00
■ Subdue	.75	1.50
● Sunastian Falconer	3.00	5.00
★ Sword of the Ages	25.00	35.00
● Sylvan Library	7.00	10.00
● Sylvan Paradise	3.00	5.00
● Syphon Soul	1.00	2.00
★ Tabernacle of Pendrell Vale	18.00	25.00
● Takklemaggot	2.00	4.00
★ Telekinesis	8.00	12.00
★ Teleport	6.00	10.00
★ Tempest Efreet	5.00	10.00
Tetsuo Umezawa	12.00	20.00
☆ Thunder Spirit	22.00	30.00
★ Time Elemental	12.00	20.00
● Tobias Andrion	3.00	5.00
● Tolaria	3.50	5.00
● Tor Wauki	2.50	4.50
● Torsten Von Ursus	3.00	5.00
● Touch of Darkness	3.00	5.00
★ Triassic Egg	8.00	12.00
★ Tuknir Deathlock	9.00	14.00
❑ Tundra Wolves	.50	1.00
★ Typhoon	10.00	14.00
● Undertow	3.00	5.00
● Underworld Dreams	15.00	25.00
● Unholy Citadel	2.50	4.00
● Untamed Wilds	2.50	3.00
● Urborg	4.00	6.00
★ Urdrago	10.00	16.00
★ Vaevictis Asmodi	15.00	22.00
■ Venarian Gold	.50	1.00
○ Visions	3.00	5.00
★ Voodoo Doll	6.00	9.00
■ Walking Dead	.50	1.00
❑ Wall of Caltrops	.50	1.00
● Wall of Dust	2.00	3.00
■ Wall of Earth	.50	1.00
○ Wall of Light	2.50	4.00
★ Wall of Opposition	6.00	10.00
● Wall of Putrid Flesh	3.00	5.00
● Wall of Tombstones	3.00	5.00
● Wall of Wonder	3.00	5.00
● Whirling Dervish	5.00	8.00
● White Mana Battery	3.00	5.00
★ Willow Satyr	8.00	12.00
● Winds of Change	4.00	6.00
★ Winter Blast	7.00	10.00
■ Wolverine Pack	.75	1.50
★ Wood Elemental	8.00	12.00
★ Wretched, The	12.00	20.00
★ Xira Arien	9.00	12.00
■ Zephyr Falcon	.50	1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards)	$150.00	220.00
Booster Pack (8 cards)	5.00	7.00
Booster Box (60 packs)	300.00	375.00
Unlisted Commons	.25	.50

Name	Low	High
● Amnesia	3.00	4.00
○ Angry Mob	3.00	5.00
● Apprentice Wizard	2.00	3.00
■ Ashes to Ashes	.50	1.00
★ Ball Lightning	10.00	16.00
● Banshee	1.50	2.50
★ Barl's Cage	3.00	5.00
★ Blood Moon	6.00	8.00
○ Blood of the Martyr	2.00	3.00
● Bone Flute	1.00	3.00
● Book of Rass	1.50	3.00
● Brothers of Fire	1.00	2.00
● Cave People	1.00	2.00
★ City of Shadows	4.00	7.00
☆ Cleansing	4.00	7.00
● Coal Golem	1.50	3.00
● Curse Artifact	1.50	3.00
★ Dance of Many	3.00	5.00
■ Dark Heart of the Wood	.50	1.00
● Dark Sphere	2.00	4.00
■ Deep Water	.15	.75
● Diabolic Machine	1.50	3.00
■ Drowned	.15	.75
❑ Dust to Dust	.15	1.00
● Eater of the Dead	3.00	5.00
● Electric Eel	1.00	2.00
● Elves of Deep Shadow	2.50	4.00
★ Eternal Flame	4.00	6.00
☆ Exorcist	6.00	9.00
● Fallen, The	1.50	2.50
○ Fasting	1.50	3.00
● Fellwar Stone	2.50	4.00
❑ Festival	.15	.75
○ Fire and Brimstone	1.50	3.00
● Fire Drake	1.00	2.50
■ Flood	.75	1.50
● Fountain of Youth	1.50	2.50
★ Frankenstein's Monster	6.00	9.00
■ Gaea's Touch	.50	1.00
■ Ghost Ship	.15	.75
■ Giant Shark	.15	.75
■ Goblin Caves	.15	.75
■ Goblin Digging Team	.15	.75
■ Goblin Hero	.15	.75
★ Goblin Wizard	6.00	8.00
★ Grave Robbers	4.00	6.00
★ Hidden Path	4.00	7.00
❑ Holy Light	.15	.75
★ Inferno	4.00	6.00
■ Inquisition	.15	.75
☆ Knights of Thorn	6.00	8.00
★ Leviathan	5.00	9.00
● Living Armor	1.50	3.00
★ Lurker	3.00	5.00
★ Mana Clash	3.00	5.00
★ Mana Vortex	4.00	7.00
■ Marsh Gas	.15	.75
■ Marsh Goblins	.15	.75
☆ Martyr's Cry	5.00	7.00
● Maze of Ith	8.00	15.00
● Merfolk Assassin	5.00	7.00
★ Mind Bomb	2.00	4.00
❑ Miracle Worker	.15	.75
★ Nameless Race	4.00	6.00
● Necropolis	1.50	3.00
★ Niall Silvain	3.00	5.00
● Orc General	1.50	3.50
● People of the Woods	2.00	4.00
☆ Preacher	10.00	15.00
★ Psychic Allergy	4.00	6.00
★ Rag Man	4.00	6.00
● Reflecting Mirror	2.00	4.00
■ Riptide	.15	.75
● Runesword	1.50	2.50
★ Safe Haven	3.00	6.00
■ Savaen Elves	.15	.75
● Scarecrow	2.00	4.00
★ Scarwood Bandits	4.00	7.00
Scarwood Goblins	.15	.75
● Scarwood Hag	1.50	3.00
★ Season of the Witch	4.00	7.00
● Sisters of the Flame	1.00	2.00
● Skull of Orm	4.00	6.00
★ Sorrow's Path	3.00	4.00
● Spitting Slug	2.00	3.00
❑ Squire	.15	.75
● Standing Stones	1.50	3.00
★ Stone Calendar	5.00	8.00
● Tangle Kelp	1.00	2.50
○ Tivadar's Crusade	1.50	2.50
● Tormod's Crypt	1.50	3.00
● Tower of Coireall	1.50	3.00
★ Tracker	5.00	8.00
● Uncle Istvan	2.50	4.00
● Wand of Ith	2.50	4.00
● War Barge	3.00	5.00
■ Water Wurm	.50	1.00
● Whippoorwill	1.50	3.00
☆ Witch Hunter	4.00	7.00
★ Worms of the Earth	4.00	7.00
★ Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards)	$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	35.00	55.00
Unlisted Commons	.10	.25
Unlisted Uncommons	.50	1.00

Name	Low	High
★ Aeolipile	1.50	3.00
★ Balm of Restoration	1.50	3.00
★ Bottomless Vault	2.50	3.00
★ Breeding Pit	1.50	3.00
★ Conch Horn	1.50	3.00
★ Delif's Cube	1.50	3.00
★ Derelor	2.00	3.00
★ Dracorian Cylix	1.00	2.00
★ Dwarven Armorer	1.00	2.00
★ Dwarven Hold	2.50	3.00
● Dwarven Ruins	.75	1.25
★ Ebon Praetor	3.00	4.00
● Ebon Stronghold	1.00	2.00
★ Elven Lyre	1.50	3.00
★ Elvish Farmer	2.50	4.00
● Feral Thallid	.75	1.25
★ Fungal Bloom	3.00	5.00
★ Goblin Flotilla	1.00	2.00
★ Goblin Warrens	2.50	4.00
☆ Hand of Justice	4.00	6.00
● Havenwood Battleground	1.00	2.00
★ Hollow Trees	2.50	3.00
★ Homarid Shaman	1.00	2.00
■ Hymn to Tourach	.10	.40
☆ Icatian Lieutenant	1.00	2.00
☆ Icatian Skirmishers	2.50	3.00
★ Icatian Store	2.50	3.00
☆ Icatian Town	2.50	3.00
★ Implements of Sacrifice	.75	1.25
★ Orgg	2.50	3.00
★ Rainbow Vale	2.50	3.00
★ Ring of Renewal	1.00	2.00
★ River Merfolk	2.00	3.00
● Ruins of Trokair	.75	1.25

Key: ■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

Sand Silos	2.50	3.00
Seasinger	1.00	1.50
Soul Exchange	.75	1.25
Spirit Shield	2.00	3.00
Svyelunite Temple	.75	1.25
Thelon's Curse	1.00	2.00
Thelonite Monk	2.50	3.00
Thrull Champion	3.00	5.00
Tourach's Gate	1.00	2.00
Vodalian Knights	2.00	3.00
Vodalian War Machine	2.50	3.00
Zelyon Sword	1.00	2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$225.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	110.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	70.00	100.00
Unlisted Commons	.10	.25
Unlisted Uncommons	.75	1.00

Name	Low	High
Abyssal Specter	1.00	2.00
Adarkar Wastes	4.00	8.00
Aegis of the Meek	2.00	4.00
Altar of Bone	2.00	4.00
Amulet of Quaz	2.00	4.00
Anarchy	1.50	2.50
Balduvian Hydra	3.00	6.00
Blinking Spirit	6.00	8.00
Blizzard	2.00	4.00
Brand of Ill Omen	2.00	4.00
Brushland	4.00	7.00
Call to Arms	2.00	4.00
Caribou Range	2.00	4.00
Celestial Sword	2.00	4.00
Chaos Lord	3.00	6.00
Chaos Moon	2.00	4.00
Chromatic Armor	2.00	4.00
Crown of the Ages	4.00	6.00
Curse of Marit Lage	2.00	4.00
Deflection	10.00	15.00
Despotic Scepter	3.00	5.00
Dread Wight	2.00	4.00
Dwarven Armory	2.00	4.00
Earthlink	2.00	4.00
Elder Druid	4.00	6.00
Elemental Augury	3.00	6.00
Elkin Bottle	3.00	5.00
Enduring Renewal	5.00	8.00
Energy Storm	4.00	7.00
Fiery Justice	2.00	4.00
Flooded Woodlands	2.00	4.00
Flow of Maggots	2.00	4.00
Forbidden Lore	2.00	4.00
Formation	2.00	4.00
Freyalise's Winds	2.00	4.00
Fyndhorn Pollen	2.00	4.00
Game of Chaos	2.00	4.00
General Jarkeld	3.00	5.00
Ghostly Flame	3.00	6.00
Glacial Crevasses	2.00	4.00
Glaciers	2.00	4.00
Goblin Lyre	2.00	4.00
Gravebind	1.50	3.50
Halls of Mist	2.00	4.00
Hecatomb	5.00	7.00
Hot Springs	3.00	5.00
Ice Cauldron	2.00	4.00
Icequake	1.50	3.00
Icy Manipulator	8.00	12.00
Icy Prison	2.00	4.00
Illusionary Presence	2.00	4.00
Illusions of Grandeur	3.00	6.00
Infernal Darkness	2.00	4.00
Infernal Denizen	2.00	4.00
Infinite Hourglass	2.00	4.00
Jester's Cap	15.00	25.00
Jester's Mask	10.00	18.00
Jokulhaups	5.00	8.00
Justice	1.00	2.00
Karplusan Forest	4.00	7.00
Karplusan Yeti	3.00	5.00
Kjeldoran Knight	2.00	4.00
Kjeldoran Phalanx	2.00	4.00
Kjeldoran Royal Guard	2.00	4.00
Knights of Stromgald	.75	2.00
Krovikan Vampire	.75	2.00
Land Cap	2.00	4.00
Lava Tubes	2.00	4.00
Lhurgoyf	7.00	10.00
Lim-Dûl's Cohort	.15	.40
Lightning Blow	2.00	4.00
Lost Order of Jarkeld	3.00	5.00
Magus of the Unseen	4.00	6.00
Marton Stromgald	6.00	8.00
Mercenaries	2.00	4.00
Merieke Ri Berit	4.00	7.00
Mesmeric Trance	2.00	4.00
Mind Warp	1.00	2.00
Mind Whip	2.00	4.00
Minion of Leshrac	6.00	8.00
Minion of Tevesh Szat	4.00	6.00
Monsoon	2.00	4.00
Mountain Titan	2.00	4.00
Mudslide	2.00	4.00
Musician	2.00	4.00
Mystic Might	2.00	4.00
Naked Singularity	2.00	4.00
Necropotence	6.00	11.00
Oath of Lim-Dûl	2.00	4.00
Orcish Librarian	3.00	5.00
Orcish Squatters	5.00	7.00
Order of the Sacred Torch	4.00	6.00
Pale Bears	2.00	4.00
Pentagram of the Ages	4.00	6.00
Polar Kraken	6.00	8.00
Pox	3.00	5.00
Pygmy Allosaurus	2.00	4.00
Pyroclasm	1.50	2.50
Reality Twist	2.00	4.00
Reclamation	2.00	4.00
Ritual of Subdual	2.00	4.00
River Delta	2.00	4.00
Runed Arch	2.00	4.00
Seraph	6.00	8.00
Shyft	3.00	5.00
Sibilant Spirit	3.00	6.00
Skeleton Ship	4.00	7.00
Sleight of Mind	1.50	2.50
Snow Fortress	2.00	4.00
Snowblind	2.00	3.00
Soldevi Golem	3.00	5.00



TOP 10 HOTTEST CARDS

4) Nevinyrral's Disk

In life you don't get a second chance but, thanks to Nevy, you do in *Magic*. Opponent's Shivan making you hurl? Unfriendly Erhnam got you down? Hellooo Disk, goodbye cruel world. Now you see it, now you don't. Bye, bye birdies... and basilisks... and balloons.

Spoils of Evil	2.00	4.00
Spoils of War	2.00	4.00
Staff of the Ages	2.00	4.00
Stampede	3.00	6.00
Storm Spirit	3.00	5.00
Stormbind	4.00	8.00
Stromgald Cabal	3.00	5.00
Stunted Growth	4.00	6.00
Sulfurous Springs	4.00	8.00
Swords to Plowshares	1.00	2.00
Thermokarst	1.50	2.50
Timberline Ridge	2.00	4.00
Time Bomb	4.00	6.00
Total War	2.00	4.00
Trailblazer	2.00	4.00
Underground River	4.00	6.00
Urza's Bauble	.25	1.00
Veldt	2.00	4.00
Vexing Arcanix	4.00	6.00
Vibrating Sphere	2.00	4.00
Wittigo	3.00	5.00
Winter's Chill	2.00	4.00
Wrath of Marit Lage	3.00	5.00
Zur's Weirding	4.00	7.00
Zuran Orb	3.00	6.00

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$75.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (45 packs)	75.00	100.00
Unlisted Commons	.10	.25

Name	Low	High
Abu Ja'far	1.00	2.00
Akron Legionnaire	2.00	3.00
Aladdin	3.00	5.00
Angelic Voices	4.00	6.00
Arcades Sabboth	4.00	6.00
Arena of the Ancients	2.00	3.00
Axelrod Gunnarson	3.00	4.00
Ayesha Tanaka	2.00	4.00
Azure Drake	.75	1.00
Banshee	.75	1.00
Bard's Cage	2.00	4.00
Beasts of Bogardan	.75	1.00
Blood of the Martyr	.75	1.00
Blood Moon	3.00	4.00
Book of Rass	1.00	2.50
Bronze Horse	2.00	3.00
Chromium	4.00	5.00
City of Brass	6.00	9.00
Cocoon	.75	1.00
Concordant Crossroads	3.00	6.00
Crow Giant	1.50	3.00
Cyclone	2.00	3.00
Dakkon Blackblade	5.00	6.00
Dance of Many	2.00	3.00
Enchantment Alteration	.75	1.00
Erhnam Djinn	4.00	6.00
Fallen, The	.75	1.00
Fallen Angel	1.50	3.00
Feldon's Cane	1.00	2.00
Fire Drake	.75	1.00
Gabriel Angelfire	3.00	4.00
Gauntlets of Chaos	3.00	4.00
Goblin Artisans	.75	1.00
Hell's Caretaker	5.00	7.00
Horn of Deafening	2.00	3.00
Ivory Guardians	.75	1.00
Jalum Tome	2.00	4.00
Jeweled Bird	3.00	4.00
Johan	3.00	5.00
Juxtapose	3.00	5.00
Kei Takahashi	1.00	2.00
Land's Edge	4.00	6.00
Marhault Elsdragon	.75	1.00
Nebuchadnezzar	4.00	6.00
Nicol Bolas	4.00	6.00



TOP 10 HOTTEST CARDS

3) Howling Mine

For a long time the Mine was shunned by tourney players 'cause it gave the opponent a bigger card advantage than the caster (opponent gets to draw first), but players have learned to harness its cheap power through the wonders of mana-denial cards like Winter Orb.

Obelisk of Undoing	3.00	5.00
Palladia-Mors	4.00	6.00
Petra Sphinx	3.00	5.00
Primordial Ooze	.75	1.00
Puppet Master	.75	1.00
Rabid Wombat	1.50	3.00
Rakalite	1.50	3.00
Recall	2.00	4.00
Revelation	2.00	4.00
Rubinia Soulsinger	3.00	6.00
Safe Haven	2.00	4.00
Sentinel	2.00	4.00
Serpent Generator	4.00	6.00
Shield Wall	.75	1.00
Shimian Night Stalker	.75	1.00
Sivitri Scarzam	.75	1.00
Sol'kanar the Swamp King	4.00	7.00
Stangg	3.00	5.00
Storm Seeker	2.00	3.00
Takklemaggot	.75	1.00
Teleport	2.00	4.00
Tobias Andrion	.75	1.00
Tormod's Crypt	.75	1.00
Triassic Egg	2.00	4.00
Urza's Mine (4 versions)	.50	1.00
Urza's Power Plant (4 ver.)	.50	1.00
Urza's Tower (4 versions)	.50	1.00
Voevictis Asmadi	4.00	6.00
Voodoo Doll	2.00	3.50
Wall of Opposition	1.00	2.00
Wall of Wonder	.75	1.00
Witch Hunter	1.00	3.00
Wretched, The	4.00	6.00
Xira Arien	3.00	5.00
Yawgmoth Demon	3.00	5.00

HOMELANDS

WIZARDS OF THE COAST- 1995

Full Set (140 cards)	$75.00	120.00
Booster Pack (8 cards)	1.50	2.50
Booster Box (60 packs)	70.00	110.00
Unlisted Commons	.10	.25

Name	Low	High
Abbey Gargoyles	1.00	2.00
Aether Storm	1.00	2.00
An-Havva Constable	2.00	3.00
An-Havva Inn	1.00	2.00
An-Havva Township	1.00	2.00
An-Zerrin Ruins	3.00	5.00
Anaba Ancestor	3.00	5.00
Anaba Spirit Crafter	2.00	3.00
Apocalypse Chime	3.00	5.00
Autumn Willow	6.00	10.00
Aysen Abbey	1.00	2.00
Aysen Crusader	2.00	4.00
Aysen Highway	2.00	3.00
Baki's Curse	2.00	3.00
Baron Sengir	7.00	10.00
Beast Walkers	2.00	4.00
Black Carriage	3.00	5.00
Broken Visage	2.00	4.00
Castle Sengir	1.00	2.00
Chain Stasis	2.00	4.00
Chandler	.25	.75
Clockwork Gnomes	.75	.75
Clockwork Steed	.25	.75
Clockwork Swarm	.25	.75
Coral Reef	.25	.75
Daughter of Autumn	3.00	5.00
Death Speakers	.50	1.00
Didgeridoo	3.00	5.00
Drudge Spell	1.00	2.00
Dwarven Pony	2.00	3.00
Dwarven Sea Clan	2.00	3.00
Ebony Rhino	.25	.75
Eron the Relentless	1.00	2.00
Evaporate	.50	1.00
Faerie Noble	3.00	5.00
Feroz's Ban	2.00	4.00
Forget	2.00	3.00
Funeral March	.25	.75
Ghost Hounds	.75	1.50
Giant Oyster	.75	1.50
Grandmother Sengir	3.00	5.00
Greater Werewolf	.50	1.00
Hazduhr the Abbot	3.00	4.00
Headstone	.25	.75
Heart Wolf	2.00	3.00
Ihsan's Shade	1.50	3.00
Irini Sengir	1.00	2.00
Ironclaw Curse	2.00	3.00
Jinx	.25	.75
Joven	.25	.75
Joven's Ferrets	.25	.75
Joven's Tools	2.00	3.00
Koskun Falls	2.00	3.00
Koskun Keep	.75	1.50
Leaping Lizard	.25	.75
Leeches	2.00	3.00
Mammoth Harness	2.00	3.00
Marjhan	3.00	5.00
Merchant Scroll	.25	.75
Mystic Decree	3.00	6.00
Narwhal	2.50	4.00
Orcish Mine	.75	1.50
Primal Order	5.00	8.00
Prophecy	.25	.75

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Rashka the Slayer	.75	1.50
Renewal	.25	.75
Retribution	.75	1.50
Reveka, Wizard Savant	2.00	3.00
Root Spider	.75	1.50
Roots	.75	1.50
Roterothopter	.25	.75
Rysorian Badger	3.00	5.00
Sea Sprite	.75	1.50
Sea Troll	.75	1.50
Sengir Autocrat	3.00	5.00
Serra Aviary	4.00	6.00
Serra Bestiary	.25	.75
Serra Inquisitors	.75	1.50
Serra Paladin	.25	.75
Serrated Arrows	.25	.75
Soraya the Falconer	2.00	4.00
Spectral Bears	1.00	2.00
Timmerian Fiends	2.00	3.00
Truce	2.00	4.00
Veldrane of Sengir	3.00	5.00
Wall of Kelp	2.00	3.00
Willow Priestess	3.00	5.00
Winter Sky	2.00	4.00
Wizards' School	1.00	2.00

ALLIANCES

WIZARDS OF THE COAST- 1996

Full Set (199 cards)	$200.00	250.00
Booster Pack (12 cards)	2.75	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Commons	.15	.50

Name	Low	High
Ashnod's Cylix	5.00	7.00
Balduvian Dead	1.00	2.00
Balduvian Horde	16.00	26.00
Balduvian Trading Post	5.00	7.00
Bounty of the Hunt	1.00	2.00
Browse	1.00	2.00
Burnout	1.00	2.00
Chaos Harlequin	4.00	6.00
Contagion	1.00	2.00
Deadly Insects (ver 1)	.25	1.00
Deadly Insects (ver 2)	.25	1.00
Death Spark	1.00	2.00
Diminishing Returns	6.00	8.00
Diseased Vermin	1.00	2.00
Dystopia	4.00	6.00
Elvish Bard	1.00	2.00
Elvish Spirit Guide	1.00	2.00
Energy Arc	1.00	2.00
Exile	6.00	10.00
False Demise (ver 1)	.50	1.00
False Demise (ver 2)	.50	1.00
Fatal Lore	4.00	6.00
Feast or Famine (ver 1)	.50	1.00
Feast or Famine (ver 2)	.50	1.00
Floodwater Dam	4.00	6.00
Force of Will	2.00	4.00
Gargantuan Gorilla	5.00	7.00
Gorilla Berserkers (ver 1)	.25	.50
Gorilla Berserkers (ver 2)	.25	.50
Gorilla Shaman (ver 1)	.50	1.00
Gorilla Shaman (ver 2)	.50	1.00
Gustha's Scepter	3.00	5.00
Hail Storm	1.00	2.00
Heart of Yavimaya	4.00	6.00
Helm of Obedience	12.00	18.00
Inheritance	1.00	2.00
Ivory Gargoyle	6.00	9.00
Juniper Order Advocate	1.00	2.00
Kaysa	5.00	7.00
Keeper of Tresserhorn	5.00	8.00
Kjeldoran Home Guard	1.00	2.00
Kjeldoran Outpost	9.00	14.00
Krovikan Horror	3.00	5.00
Krovikan Plague	1.00	2.00
Lake of the Dead	18.00	16.00
Library of Lat-Nam	6.00	9.00
Lim-Dûl's Paladin	1.50	3.00
Lim-Dûl's Vault	2.00	4.00
Lodestone Bauble	5.00	7.00
Lord of Tresserhorn	9.00	15.00
Misfortune	4.00	6.00
Mishra's Groundbreaker	1.00	2.00
Misinformation	1.50	3.00
Mystic Compass	1.00	2.00
Nature's Blessing	1.00	2.00
Nature's Chosen	1.00	2.00
Nature's Wrath	4.00	6.00
Omen of Fire	4.00	6.00
Phantasmal Sphere	3.00	6.00
Phelddagrif	4.00	6.00
Phyrexian Devourer	4.00	6.00
Phyrexian Portal	3.00	5.00
Pillage	2.00	5.00
Primitive Justice	1.00	2.00
Pyrokinesis	1.00	2.00
Reprisal (ver 1)	.50	1.00
Reprisal (ver 2)	.50	1.00



TOP 10 HOTTEST CARDS

2) Hammer of Bogardan

(Sung to the tune of Octopus's Garden)

I strike, you see. Deal damage three
Put my Hammer of Bogardan in the grave
Three red and two, it strikes anew
Then back goes Hammer of Bogardan to the grave.
(Our apologies to Ringo Starr)

Ritual of the Machine	5.00	7.00
Rogue Skycaptain	3.00	5.00
Royal Decree	3.00	6.00
Scarab of the Unseen	1.00	2.00
Scars of the Veteran	1.00	3.00
School of the Unseen	1.00	2.00
Seasoned Tactician	1.00	2.00
Sheltered Valley	4.00	6.00
Shield Sphere	1.00	2.00
Sol Grail	2.50	4.00
Soldevi Digger	5.00	8.00
Soldevi Excavations	5.00	8.00
Soldier of Fortune	1.00	2.00
Spiny Starfish	1.00	2.00
Splintering Wind	3.00	5.00
Storm Cauldron	5.00	8.00
Storm Elemental	1.00	3.00
Stromgald Spy	1.00	2.00
Suffocation	1.00	2.00
Surge of Strength	1.50	3.00
Sustaining Spirit	6.00	9.00
Sworn Defender	4.00	6.00
Thawing Glaciers	5.00	8.00
Thought Lash	3.00	5.00
Tidal Control	2.00	4.00
Tornado	2.00	4.00
Unlikely Alliance	1.00	2.00
Urza's Engine	1.50	3.50
Varchild's War-Riders	5.00	7.00
Visceral Drone	1.00	2.00
Wandering Mage	4.00	6.00
Whirling Catapult	1.50	3.00
Winter's Night	4.00	6.00
Yavimaya Ants	2.00	4.00

MIRAGE

WIZARDS OF THE COAST- 1996

Full Set (350 cards)	$250.00	350.00
Starter Deck (60 cards)	7.50	9.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	90.00	110.00
Commons	.15	.50

Name	Low	High
Abyssal Hunter	3.00	5.00
Acidic Dagger	3.00	5.00
Afiya Grove	3.00	5.00
Afterlife	.75	1.50
Aleatory	.75	1.50
Amber Prison	5.00	7.00
Amulet of Unmaking	3.00	5.00
Ancestral Memories	4.00	6.00
Ashen Powder	4.00	6.00
Asmira, Holy Avenger	4.00	6.00
Auspicious Ancestor	3.00	5.00
Bad River	.75	1.50
Barbed Foliage	.75	1.50
Barbed-Back Wurm	.75	1.50
Barreling Attack	3.00	5.00
Basalt Golem	.75	1.50
Bazaar of Wonders	4.00	6.00
Benthic Djinn	4.00	6.00
Blighted Shaman	.75	1.50
Blind Fury	.75	1.50
Blinding Light	.75	1.50
Bone Mask	3.00	5.00
Brushwagg	3.00	5.00
Burning Palm Efreet	.75	1.50
Cadaverous Bloom	5.00	7.00
Canopy Dragon	6.00	9.00
Carrion	3.00	5.00
Catacomb Dragon	8.00	12.00
Celestial Dawn	11.00	16.00
Cerulean Wyvern	.75	1.50
Chaosphere	4.00	6.00
Charcoal Diamond	1.00	2.00
Chariot of the Sun	.75	1.50
Cinder Cloud	2.00	4.00
Circle of Despair	3.00	5.00
Consuming Ferocity	.75	1.50
Coral Fighters	.75	1.50
Crimson Hellkite	8.00	16.00
Crimson Roc	.75	1.50
Crypt Cobra	.75	1.50
Crystal Golem	.75	1.50
Crystal Vein	.75	1.50
Cursed Totem	5.00	8.00
Cycle of Life	3.00	5.00
Daring Apprentice	3.00	5.00
Decomposition	.75	1.50
Delirium	.75	1.50
Discordant Spirit	4.00	6.00
Dissipate	1.00	2.00
Divine Retribution	3.00	5.00
Dread Specter	.75	1.50
Dwarven Miner	1.50	3.00
Early Harvest	4.00	6.00
Elixir of Vitality	.75	1.50
Emberwilde Caliph	3.00	5.00
Emberwilde Djinn	4.00	6.00
Energy Bolt	4.00	6.00
Energy Vortex	4.00	6.00
Enlightened Tutor	2.00	3.00
Ersatz Gnomes	.75	1.50
Ether Well	.75	1.50
Ethereal Champion	3.00	5.00
Fallow Earth	.75	1.50
Favorable Destiny	1.00	2.00
Femeref Archers	1.00	2.50
Final Fortune	8.00	12.00
Fire Diamond	1.50	3.00
Flame Elemental	.75	1.50
Flash	3.00	5.00
Flood Plain	1.00	2.00
Floodgate	.75	1.50
Foratog	.75	1.50
Forbidden Crypt	4.00	6.00
Forsaken Wastes	4.00	7.00
Frenetic Efreet	3.00	6.00
Goblin Scouts	1.00	2.00
Goblin Soothsayer	.75	1.50
Grasslands	.75	1.50
Grim Feast	4.00	7.00
Grinning Totem	18.00	25.00
Hakim, Loreweaver	3.00	6.00
Hall of Gemstone	5.00	8.00
Hammer of Bogardan	6.00	16.00
Harbinger of Night	4.00	6.00
Harbor Guardian	.75	1.50
Harmattan Efreet	.75	1.50
Haunting Apparition	.75	1.50
Hazerider Drake	.75	1.50
Hivis of the Scale	4.00	6.00
Horrible Hordes	.75	1.50
Igneous Golem	.75	1.50
Illicit Auction	3.00	6.00
Illumination	.75	1.50
Infernal Contract	4.00	6.00
Iron Tusk Elephant	.75	1.50
Jabari's Influence	4.00	6.00
Jungle Patrol	3.00	5.00
Jungle Troll	1.00	2.00
Kaervek's Hex	.75	1.50
Kaervek's Purge	1.00	2.00
Karoo Meerkat	.75	1.50
Kukemssa Pirates	3.00	5.00
Lead Golem	.75	1.50
Leering Gargoyle	3.00	5.00
Lion's Eye Diamond	6.00	10.00
Locust Swarm	.75	1.50
Lure of Prey	4.00	6.00
Malignant Growth	4.00	6.00
Mana Prism	1.50	2.50
Mangara's Blessing	1.50	2.50
Mangara's Equity	.75	1.50
Mangara's Torne	4.00	7.00
Marble Diamond	1.50	3.00
Maro	5.00	8.00
Meddle	1.00	2.00
Melesse Spirit	2.00	3.00
Mind Bend	1.50	2.50
Mind Harness	.75	1.50
Mindbender Spores	3.00	5.00
Mire Shade	.75	1.50
Misers' Cage	3.00	5.00
Mist Dragon	5.00	8.00
Moss Diamond	2.00	4.00
Mountain Valley	1.00	2.00
Mtenda Griffin	1.00	2.00
Mystical Tutor	1.50	3.00
Natural Balance	5.00	8.00
Nettletooth Djinn	1.50	3.00
Nocturnal Raid	.75	1.50
Null Chamber	5.00	8.00
Painful Memories	.75	1.50
Patagia Golem	.75	1.50
Paupers' Cage	3.00	5.00
Pearl Dragon	5.00	8.00
Phyrexian Dreadnought	10.00	15.00
Phyrexian Purge	3.00	5.00
Phyrexian Tribute	3.00	5.00
Phyrexian Vault	1.00	2.00
Political Trickery	4.00	6.00
Polymorph	5.00	8.00
Preferred Selection	4.00	6.00
Prismatic Boon	.75	1.50
Prismatic Lace	3.00	5.00
Psychic Transfer	4.00	7.00
Purgatory	4.00	6.00
Purraj of Urborg	4.00	6.00
Radiant Essence	.75	1.50
Rashida Scalebane	4.00	7.00
Ravenous Vampire	.75	1.50
Razor Pendulum	4.00	7.00
Reckless Embermage	4.00	6.00
Reflect Damage	4.00	6.00
Reign of Chaos	.75	1.50
Reign of Terror	.75	1.50
Reparations	4.00	6.00
Rock Basilisk	4.00	6.00
Rocky Tar Pit	1.00	2.00
Roots of Life	.75	1.50
Sacred Mesa	6.00	12.00
Sand Golem	.75	1.50
Savage Twister	1.50	3.00
Sawback Manticore	3.00	5.00
Sealed Fate	1.50	3.00
Seeds of Innocence	3.00	5.00
Shadowbane	1.00	2.00
Shallow Grave	4.00	7.00
Shauku's Minion	1.50	3.00
Shauku, Endbringer	5.00	7.00
Shimmer	4.00	6.00
Sidar Jabari	4.00	6.00
Sirocco	1.00	2.00
Sky Diamond	1.50	3.00
Soul Echo	5.00	7.00
Soul Rend	.75	1.50
Spatial Binding	.75	1.50
Spectral Guardian	4.00	7.00
Spirit of the Night	9.00	14.00
Stupor	1.50	3.00
Subterranean Spirit	4.00	6.00
Sunweb	4.00	6.00
Superior Numbers	.75	1.50
Suq'Ata Firewalker	.75	1.50
Tainted Specter	4.00	6.00
Taniwha	6.00	9.00
Teeka's Dragon	7.00	10.00
Teferi's Imp	3.00	5.00
Teferi's Isle	3.00	5.00
Telim'Tor	3.00	5.00
Telim'Tor's Darts	.75	1.50
Telim'Tor's Edict	3.00	5.00
Tidal Wave	.75	1.50
Tombstone Stairwell	4.00	6.00
Torrent of Lava	3.00	5.00
Tropical Storm	.75	1.50
Uktabi Wildcats	4.00	6.00
Unerring Sling	.75	1.50
Unfulfilled Desires	4.00	6.00
Unseen Walker	.75	1.50
Unyaro Bee Sting	.75	1.50

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ☐ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

○	Unyaro Griffin	.75	1.50
●	Vaporous Djinn	.75	1.50
★	Ventifact Bottle	4.00	6.00
○	Vigilant Martyr	.75	1.50
	Vitalizing Cascade	.75	1.50
★	Volcanic Dragon	6.00	8.00
●	Volcanic Geyser	2.00	3.00
★	Waiting in the Weeds	4.00	6.00
	Warping Wurm	4.00	6.00
●	Wave Elemental	.75	1.50
	Wellspring	3.00	5.00
●	Wildfire Emissary	1.00	2.00
	Windreaper Falcon	.75	1.50
●	Withering Boon	.75	1.50
●	Worldly Tutor	1.00	2.00
☆	Yare	3.00	5.00
	Zebra Unicorn	1.50	3.00
○	Zhalfirin Commander	.75	1.50
★	Zirilan of the Claw	6.00	8.00
●	Zombie Mob	.75	1.50
☆	Zuberi, Golden Feather	5.00	7.00

VISIONS

WIZARDS OF THE COAST- 1997

Full Set (167 cards)	●	●
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	110.00
Commons	.10	.25

	Name	Low	High
★	Aku Djinn	8.00	11.00
★	Anvil of Bogardan	3.00	6.00
☆	Archangel	8.00	11.00
	Army Ants	1.00	2.00
●	Blanket of Night	.75	1.25
★	Bogardan Phoenix	2.00	4.50
●	Brass-Talon Chimera	.75	1.25
	Breathstealer's Crypt	3.00	5.00
●	Brood of Cockroaches	.75	1.25
★	Chronatog	6.00	9.00
★	City of Solitude	3.50	7.50
●	Coral Atoll	.75	1.25
	Corrosion	2.00	4.00
●	Creeping Mold	.75	1.25
○	Daraja Griffin	.75	1.25
★	Desertion	8.00	15.00
●	Desolation	.75	1.25
★	Diamond Kaleidoscope	2.00	4.00
●	Dormant Volcano	.75	1.25
●	Dragon Mask	.75	1.25
●	Dream Tides	.75	1.25
●	Elephant Grass	.75	1.25
★	Elkin Lair	2.00	4.00
☆	Equipoise	3.00	5.00
●	Everglades	.75	1.25
☆	Eye of Singularity	3.00	5.00
	Femeref Enchantress	2.00	4.00
	Firestorm Hellkite	8.00	12.00
★	Flooded Shoreline	2.00	4.00
★	Forbidden Ritual	3.00	5.00
●	Foreshadow	.75	1.25
●	Goblin Recruiter	.75	1.25
★	Griffin Canyon	2.00	4.00
	Guiding Spirit	3.00	5.00
●	Heat Wave	.75	1.25
●	Helm of Awakening	.75	1.25
○	Honorable Passage	.75	1.25
●	Hulking Cyclops	.75	1.25
●	Iron-Heart Chimera	.75	1.25
●	Juju Bubble	.75	1.25
●	Jungle Basin	.75	1.25
★	Kaervek's Spite	2.00	4.00
●	Karoo	.75	1.25
★	Katabatic Winds	3.00	5.00
★	Kookus	4.00	6.00
●	Kyscu Drake	.75	1.25
●	Lead-Belly Chimera	.75	1.25
★	Lichenthrope	2.00	4.00
★	Lightning Cloud	2.00	4.00
○	Longbow Archer	.75	1.25
●	Magma Mine	.75	1.25
●	Maptop Golem	.75	1.25
○	Miraculous Recovery	.75	1.25
●	Mob Mentality	.75	1.25
	Mundungu	.75	1.25
★	Natural Order	3.00	6.00
●	Necromancy	.75	1.25
★	Necrosavant	2.00	4.00
●	Nekrataal	.75	1.25
★	Ogre Enforcer	3.00	5.00
●	Ovinomancer	.75	1.25
○	Peace Talks	.75	1.25
★	Phyrexian Marauder	3.00	6.00
★	Pillar Tombs of Aku	6.00	10.00
●	Prosperity	1.00	2.00
	Pygmy Hippo	3.00	5.00
●	Quicksand	.75	1.25
★	Quirion Druid	3.00	5.00
★	Rainbow Efreet	4.00	6.00
★	Relentless Assault	9.00	13.00



TOP 10 HOTTEST CARDS

1) Relentless Assault

Get the most mileage out of your creatures by sending them on two attacks this turn instead of one. 12 points from a Ball Lightning. 22 from a Polar Kraken. 32 from a berserked Force of Nature... Now that's Assault and battery!

○	Relic Ward	.75	1.25
☆	Retribution of the Meek	4.00	6.00
★	Righteous War	4.00	6.00
★	Rowen	4.00	6.00
★	Sands of Time	3.00	6.00
●	Scalebane's Elite	.75	1.25
●	Shimmering Efreet	.75	1.25
●	Simoon	.75	1.25
★	Snake Basket	4.00	6.00
●	Spitting Drake	.75	1.25
★	Squandered Resources	2.00	4.00
●	Stampeding Wildebeests	1.00	2.00
★	Suleiman's Legacy	3.00	5.00
●	Summer Bloom	.75	1.25
●	Suq-Ata Assassin	.75	1.25
●	Talruum Piper	.75	1.25
○	Teferi's Honor Guard	.75	1.25
★	Teferi's Puzzle Box	3.00	6.00
★	Teferi's Realm	3.00	5.00
●	Tempest Drake	.75	1.50
★	Three Wishes	2.00	4.50
●	Time and Tide	.75	1.25
●	Tin-Wing Chimera	.75	1.25
☆	Tithe	3.00	5.00
★	Triangle of War	3.00	5.00
●	Uktabi Orangutan	.75	1.25
★	Undiscovered Paradise	3.00	5.00
★	Vampiric Tutor	8.00	11.00
●	Vampirism	.75	1.25
●	Viashino Sandstalker	.75	1.25
★	Viashivan Dragon	9.00	12.00
★	Wand of Denial	3.00	6.00
●	Waterspout Djinn	.75	1.25
●	Wind Shear	.75	1.25
☆	Zhalfirin Crusader	3.00	5.00

PROMOTIONAL CARDS

★	Arena	6.00	10.00
★	Giant Badger	6.00	9.00
★	Mana Crypt	20.00	30.00
★	Nalathni Dragon	6.00	9.00
★	Sewers of Estark	6.00	9.00
★	Windseeker Centaur	6.00	9.00

HEY!

All you *Magic* fans, turn to page 134 for a complete Fifth Edition checklist!

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TQUEST price guide

WIZARDS OF THE COAST - 1996

Full Set (293 cards)		$250.00	350.00
Starter Deck (60 cards)		8.00	10.00
Starter Box (12 decks)		90.00	100.00
Booster Pack (15 cards)		2.75	3.00
Booster Box (36 packs)		90.00	100.00
Unlisted Commons		.10	.25
Unlisted Uncommons		.25	1.50
Alex Mallory	R	4.00	7.00
Arms Reduction	R	3.00	5.00
Arrow IV Battery	U	1.00	2.00
Atlas, AS7-K	R	3.00	6.00
Axman, AXM-1N	R	5.00	6.00
Bearer of McKennsy Hammer	R	3.00	5.00
Bjorn Jorgensson	R	6.00	7.50
Candace Liao	R	6.00	7.00
Communications Failure	R	3.00	5.00
ComStar Bank Account	U	1.00	2.00
Contract w/Gray Death Legion	R	5.00	7.00
Contract with Wolf's Dragoons	R	5.00	6.00
Coventry Metal Works	V	1.00	3.00
Crockett, CRK-5003-1	U	1.00	2.00
Culling	R	3.00	6.00
Daisha A, Dire Wolf	R	6.00	8.00
Death Commando Strike	R	3.00	5.00
Death From Above	U	1.00	2.00
DEST Pilot	R	3.00	6.00
Dragonfly A, Viper	R	3.00	5.00
Dragonfly B, Viper	U	1.00	2.00
Dragonfly C, Viper	U	1.00	2.00
Dragonfly D, Viper	U	1.00	2.00
Dragonfly Prime, Viper	U	1.00	2.00
Effective Groundwork	U	1.00	2.00
Elias Crichell	R	5.00	7.00
Elite Infantry	R	3.00	5.00
Elite MechWarrior	U	.75	1.50
Evantha Fetladral	R	3.00	6.00
Exterminator, EXT-4D	U	1.00	2.00
Falcon, FLC-4P	U	1.00	2.00
Fenris A, Ice Ferret	U	1.00	2.00
Firestarter, FS9-S	R	3.00	5.00
Flashman, FLS-8K	R	3.00	5.00
Galen Cox	R	5.00	8.00
Gladiator B, Executioner	R	3.00	6.00
Gray Death Pilot	U	1.00	2.00
Grayson Death Carlyle	R	7.00	9.00
Guerrilla Support	R	3.00	5.00
Guillotine, GLT-5M	R	3.00	5.00
Hanse Davion "The Fox"	R	5.00	9.00
Heavy Industry	V	3.00	5.00
Highlander, HGN-732	R	3.00	6.00
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ISF Counterespionage	R	3.00	5.00
Jaime Wolf	R	6.00	9.00
Jump Into Cover	U	1.00	2.00
Justin Xiang Allard	R	5.00	9.00
Kai Allard-Liao	R	8.00	11.00
Koshi A, Mist Lynx	R	3.00	6.00
Koshi C, Mist Lynx	R	3.00	5.00
Koshi D, Mist Lynx	U	11.00	2.00
Lancelot, LNC25-01	R	3.00	6.00
Leo Showers	R	4.00	7.00
Luck of the Fox	R	2.50	5.00
Mad Cat A, Timber Wolf	U	1.00	2.00
Mad Cat B, Timber Wolf	U	1.00	2.00
Mad Cat C, Timber Wolf	R	3.00	5.00
Mad Cat D, Timber Wolf	U	1.00	2.00
Man O' War A, Gargoyle	R	3.00	5.00
Man O' War B, Gargoyle	R	3.00	5.00
Man O' War C, Gargoyle	R	3.00	5.00
Manipulation of Romano	R	3.00	5.00
Manik Arms Trade	V	2.50	4.00
Marissa Morgan	R	5.00	8.00
Masakari C, Warhawk	R	3.00	6.00
Masakari Prime, Warhawk	R	3.00	6.00
Maskirovka Operatives	R	3.00	5.00
Mauler, MAL-1R	R	3.00	5.00
Melissa Steiner Davion	R	5.00	8.00
Mongoose, MON-66	U	1.00	2.00
Morgan Hasek-Davion	R	5.00	8.00
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Natasha Kerensky	R	7.00	12.00
Open Supply Lines	R	3.00	5.00
Operation Advisory Council	U	1.00	2.00
Orion, ON1-K	R	3.00	6.00
Perimeter Alarm	R	3.00	5.00
Phelan	R	5.00	8.00
Pryde's Pride	R	3.00	6.00
Puma C, Adder	U	1.00	2.00
Rampage!	R	3.00	5.00
Rapid Cool-Down	U	1.00	2.00
Raven, RVN-3L	U	1.00	2.00
Reassigned Pilot	R	3.00	5.00
Report from the Watch	R	3.00	5.00
Retrofitted Laser System	U	1.00	2.00
Romano Liao	R	5.00	7.00
Rookie Pilot	R	3.00	5.00
Ryoken A, Stormcrow	U	1.00	2.00
Ryoken D, Stormcrow	U	1.00	2.00
Sabotaged Heat Sinks	R	3.00	5.00
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Sacrifice for the Dragon!	R	3.00	5.00
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Scrounger Crew	V	3.00	5.00
Shogun, SHG-2F	R	3.00	6.00
Silver Sunburst Pilot	R	3.00	5.00
Spider, SDR-5V	U	.75	1.50
Steel 'Mech	R	3.00	6.00
Subhash Indrahar	R	4.00	6.00
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Takashi Kurita	R	5.00	9.00
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Think Tank	V	1.50	4.00
Thomas Marik	R	5.00	9.00
Thor B, Summoner	R	3.00	5.00
Tsen Shang	R	3.00	7.00
Uller C, Kit Fox	R	3.00	5.00
Victor Steiner-Davion	R	4.00	7.00
Vulture B, Mad Dog	R	3.00	6.00
Wolf's Dragoons Pilot	U	1.00	2.00
Wyvern, WVE-5N	R	3.00	5.00

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION

IRON CROWN ENTERPRISES--1995

Full Set (484 cards)		$300.00	400.00
Starter Deck (76 cards)		10.00	12.00
Starter Box (10 decks)		95.00	110.00
Booster Pack (15 cards)		3.00	4.00
Booster Box (36 packs)		100.00	120.00
Unlisted Common cards		.05	.30
Unlisted Common sites		.25	.75
Unlisted Common characters		.25	.75
Unlisted Uncommon cards		.75	2.00
Unlisted Rare cards		4.00	6.00

Pr rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	5.00	8.00
Akhôrahil	R	6.00	10.00
Align Palantír	U	1.50	3.00
Andúril, Flame of the West	R	5.00	7.00
Arkenstone, The	R	6.00	10.00
Army of the Dead	R	5.00	8.00
Arwen	R	5.00	7.00
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Balance of Things, The	R	5.00	8.00
Balrog of Moria	R	7.00	10.00
Bane of the Ithil-stone	R	6.00	9.00
Barad-dûr	R	6.00	9.00
Barliman Butterbur	U	.75	1.50
Bilbo	R	9.00	15.00
Black Arrow	Pr	3.00	5.00
Burden of Time, The	U	1.00	3.00
Call of the Sea	U	1.50	3.00
Cirdan	R	6.00	10.00
Cirith Ungol	R	4.00	7.00
Cock Crows, The	U	1.50	3.00
Daelomin	R	6.00	8.00
Dáin II	R	6.00	8.00
Dol Guldur	R	4.00	7.00
Dwar of Waw	R	6.00	10.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	5.00	8.00
Dw. Ring of Druin's Tribe	R	5.00	8.00
Dw. Ring of Durin's Tribe	R	5.00	8.00
Dw. Ring of Dwalin's Tribe	R	5.00	8.00
Dw. Ring of Thelor's Tribe	U	2.00	4.50
Dw. Ring of Thrór's Tribe	U	2.00	4.50
Elf-song	R	8.00	12.00
Elrond	R	6.00	10.00
Elves of Lindon	R	4.00	7.00
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Fair Travels in Free-domains	R	5.00	8.00
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Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Goldberry	U	1.50	3.00
Gollum's Fate	R	6.00	8.00
Great Eagles, The	U	1.00	2.00
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Magic Ring of Words	U	1.50	3.00
Merry	U	1.50	3.00
Minas Morgul	R	4.00	7.00
Mithril-coat, The	R	5.00	8.00
Moon	U	1.50	3.00
Morannon	R	6.00	9.00
Morgul-horse	R	6.00	9.00
Morgul-knife	R	6.00	9.00
Morgul Night	R	6.00	9.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	6.00	9.00
Narsil	U	1.50	3.00
Naryo	R	6.00	10.00
Nazgûl are Abroad, The	R	8.00	12.00
Neeker- Breekers	Pr	2.50	4.00
Nenya	R	7.00	10.00
Old Man Willow	U	1.50	3.00
Old Thrush, The	U	1.50	3.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	30.00	50.00
Orcrist	U	1.50	3.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Arnor Sul	R	4.00	7.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	4.00	7.00
Pale Sword, The	R	6.00	9.00
Precious, The	R	5.00	8.00
Pûkel-men	R	5.00	8.00
Quickbeam	U	1.00	2.00
Quiet Lands	U	1.00	2.00
Ren the Unclean	R	7.00	10.00
Raõc the Raven	R	5.00	8.00
Rogrog	R	5.00	8.00
Sacrifice of Form	R	5.00	10.00
Secret Entrance	R	6.00	8.00
Shadowfax	R	6.00	8.00
Shelob	R	8.00	12.00
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Siege	R	6.00	10.00
Silent Watcher	R	5.00	8.00
Smaug	R	9.00	14.00
Thief	R	6.00	8.00
Thorin II	R	6.00	9.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	1.50	3.00
Traitor	R	5.00	8.00
True Fána	R	6.00	8.00
Uvatha the Horseman	R	7.00	10.00
Vale of Erech	R	5.00	8.00
Vilya	R	5.00	8.00
White Tree, The	R	5.00	8.00
Will of Sauron, The	R	8.00	12.00
Will of the Ring, The	R	6.00	9.00
Witch-king of Angmar	R	8.00	12.00
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Wizard's Flame	U	1.50	3.00
Wizard's Laughter	U	1.50	3.00
Wizard's Ring	R	4.00	7.00
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Words of Power and Terror	R	5.00	8.00

IRON CROWN ENTERPRISES--1996

Full Set (180 cards)		$150.00	200.00
Booster Pack (15 cards)		2.25	3.00
Booster Box (36 packs)		70.00	100.00
Unlisted Common cards		.05	.30
Unlisted Uncommon cards		.75	1.50
Unlisted Rare cards		2.00	4.00

Pr rarity denotes promo.

Bairanax	R	2.50	4.00
Black Breath	R	4.00	6.00
Buhr Widu	U	1.00	3.00
Daelomin at Home	R	2.50	4.50
Deftness of Agility	R	3.00	5.00
Dragon's Hunger	R	3.00	5.00
Eärcaraxë	R	5.00	8.00
Eärcaraxë at Home	R	3.00	5.00
Echo of all Joy	U	1.00	3.00
Emerald of the Mariner	R	5.00	9.00
Exile of Solitude	R	3.00	5.00
Fever of Unrest	R	3.00	5.00
From Framson	R	3.00	5.00
Gothmog	R	4.00	6.00
Helm of Her Secrecy	R	2.00	5.00
Ireful Flames	Pr	2.00	4.00
Itangast	R	4.00	7.00
Itangast at Home	R	3.00	5.00
King Under the Mountain	R	5.00	8.00
Know to on Ounce	R	5.00	8.00
Legendary Hoard	R	5.00	8.00
Many Sorrows Befall	R	3.00	5.00
Marvels Told	C	3.00	5.00
Mathom Lore	R	6.00	8.00
Memories Stolen	R	4.00	6.00
Nenseldë the Winged	R	4.00	6.00
No Escape from my Magic	R	6.00	8.00
Parsimony of Seclusion	R	3.00	5.00
Passion of Wrath	R	3.00	5.00
Prowess of Age	R	3.00	5.00
Returned Exiles	R	4.00	7.00
Riddle Game, The	R	5.00	9.00
Scatha	R	5.00	8.00
Scatha at Home	R	3.00	5.00
Scorba	R	7.00	10.00
Scorba Ahunt	U	3.00	5.00
Scorba at Home	R	3.00	5.00
Shadow of Mordor	R	6.00	9.00
Skin-Changer	R	5.00	8.00
Smaug at Home	R	3.00	5.00
Song of the Lady	R	4.00	6.00
Staff Asunder	R	3.00	6.00
Subtlety of Guile	R	3.00	6.00
Thrain II	R	4.00	7.00
Velocity of Haste	R	4.00	6.00
Were-Worm	R	4.00	7.00
Wild Fell Beast	R	5.00	9.00
Winds of Wrath	R	3.00	5.00
Wizard's Staff	U	1.00	3.00
Wormsbane	R	4.00	6.00

IRON CROWN ENTERPRISES--1996

Full Set (180 cards)		$100.00	150.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		70.00	100.00
Unlisted Common cards		.05	.30
Unlisted Uncommon cards		.75	1.25
Unlisted Rare cards		2.00	3.00
Aiglos	R	5.00	8.00
An Unexpected Party	R	2.00	4.00
Baduila	R	4.00	6.00
Black Enemy's Wrath, The	R	2.00	4.00
Buthrakaur the Green	R	2.00	4.00
Dragon-helm	R	4.00	6.00
Durin's Bane	R	5.00	8.00
Elerina	R	4.00	6.00
Eyes of Mandos	R	3.00	5.00
Fate of the Ithil Stone	R	3.00	5.00
Firiel	R	3.00	5.00
First of the Order	R	2.00	4.00
Golodhros	R	5.00	8.00
Grimburgoth, The	R	4.00	6.00
Herb-lore	R	2.00	4.00
Hobbit-lore	R	2.00	4.00

Key: WENT UP | WENT DOWN | HEAVILY TRADED

Hunt, The	R	2.00	4.00
Iron-Deeps, The	R	2.00	4.00
Into the Smoking Cone	R	4.00	6.00
Mallorn	R	4.00	6.00
My Precious	R	3.00	5.00
Out of the Black Sky	R	2.00	4.00
Pass the Doors of Dol Guldur	R	5.00	8.00
Phial of Galadriel	R	5.00	8.00
Revealed to All Watchers	R	2.00	4.00
Spider of the Morlat	R	5.00	8.00
Sulfur-Deeps, The	R	3.00	5.00
Taladhan	R	3.00	5.00
Under-courts, The	R	2.00	4.00
Under-galleries, The	R	2.00	4.00
Tribal Totem	R	2.00	4.00
Wormtongue	R	5.00	8.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1994

Full Set (363 cards)	$500.00	900.00
Starter Deck (60 cards)	12.00	20.00
Starter Box (12 decks)	175.00	250.00
Booster Pack (15 cards)	6.00	9.00
Booster Box (36 packs)	200.00	300.00
Unlisted Common cards	.15	.50
Unlisted Common Personnel cards	.60	1.25
Unlisted Uncommons	.75	1.50

Cards are black-bordered.

Albert Einstein	R	6.00	11.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	4.00	6.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.00	2.00
Alien Probe	U	1.00	2.00
Alyanna Nechayev	R	4.00	6.00
Alyssa Ogawa	U	1.00	2.00
Amanda Rogers	U	1.00	2.00
Amarie	U	1.00	2.00
Ancient Computer	R	4.00	6.00
Anti-Time Anomaly	R	4.00	6.00
Armus–Skin of Evil	R	5.00	8.00
Avert Disaster	R	5.00	7.00
Ba'el	U	2.00	3.00
B'Etor	R	10.00	18.00
Barclay's Protoplasmic Disease	R	6.00	8.00
Betazoid Gift Box	R	10.00	15.00
Beverly Crusher	R	20.00	30.00
Bochra	U	2.00	3.00
Bok	U	1.00	2.00
Borg Ship	R	10.00	15.00
Bynars Weapon Enhancement	R	6.00	10.00
Cloaked Mission	U	1.00	2.00
Cosmic String Fragment	U	1.00	2.00
Crosis	R	6.00	10.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.00	5.00
Cytherians	R	4.00	6.00
Data	R	30.00	45.00
Deanna Troi	R	20.00	30.00
Devil, The	R	5.00	8.00
Devinoni Ral	U	1.00	2.00
Devoras	R	6.00	9.00
Distortion Field	U	1.00	2.00
Distortion of...Continuum	U	1.00	2.00
Dr. La Forge	R	5.00	8.00
Dr. Leah Brahms	R	4.00	7.00
Dr. Selar	U	1.00	2.00
Duras	R	6.00	9.00
El-Adrel Creature	U	1.00	2.00
Etana Jol	U	1.00	2.00
Evacuation	U	1.00	2.00
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.00	2.00
Explore Black Cluster	R	3.00	5.00
Explore Dyson Sphere	R	3.00	5.00
Explore Typhone Expanse	R	3.00	5.00
Expose Covert Supply	U	1.00	2.00
Extraction	R	4.00	6.00
Fek'lhr	U	1.00	2.00
First Contact	U	1.00	2.00
Fleet Admiral Shanthi	U	1.00	2.00
Full Planet Scan	U	1.00	2.00
Gaps in Normal Space	U	1.00	2.00
Genetronic Replicator	U	1.00	2.00
Geordi La Forge	R	20.00	35.00
Goddess of Empathy	R	5.00	9.00
Gowron	R	10.00	18.00
Gravitic Mine	U	1.00	2.00
Haakona	R	5.00	8.00
Hologram Ruse	U	1.00	2.00
Honor Challenge	R	5.00	8.00
Horga'hn	R	6.00	10.00
Hugh	R	6.00	10.00
Hunt for DNA Program	R	3.00	5.00
Husnock Ship	U	1.00	2.00
Hyper-Aging	U	1.00	2.00
I.K.C. Bortas	R	5.00	8.00
I.K.C. Buruk	R	6.00	8.00
I.K.C. Hegh'ta	R	5.00	8.00
I.K.C. Pagh	R	6.00	8.00
I.K.C. Qu'Vat	R	6.00	12.00
Iconia Investigation	R	4.00	6.00
Incoming Message–Federation	U	1.00	2.00
Incoming Message–Klingon	U	1.00	2.00
Incoming Message–Romulan	U	1.00	2.00
Interphase Generator	R	6.00	10.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	4.00	6.00
Investigate Rogue Comet	R	3.50	5.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	3.50	5.00
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	1.00	2.00
Jaglon Shrek–Info Broker	R	5.00	8.00
Jean-Luc Picard	R	35.00	50.00
Jenna D'Sora	U	1.00	2.00
Kahless	R	6.00	10.00
Kargan	R	5.00	8.00
K'Ehleyr	R	5.00	8.00
Kell	U	1.00	2.00
Kevin Uxbridge	U	1.50	3.00
Khazara	R	5.00	8.00
Khitomer Research	R	3.50	5.00
Kivas Fajo–Collector	U	2.00	3.00
Klingon Death Yell	R	4.00	6.00
Koroth	U	1.00	2.00
Korris	U	1.00	2.00
Ktarian Game	R	4.00	7.00
Kurak	R	7.00	10.00
Kurlan Naiikos	R	7.00	10.00
Kurn	R	7.00	14.00
Leah Brahms	R	7.00	10.00
Life-Form Scan	U	1.00	2.00
Lore Returns	R	8.00	14.00
Lore's Fingernail	R	8.00	12.00
Lursa	R	10.00	16.00
Lwaxanna Troi	R	8.00	14.00
Medical Relief	R	3.00	5.00
Mendak	R	5.00	8.00
Mirak	U	1.00	2.00
Morgan Bateson	R	5.00	7.00
Mot the Barber	U	1.00	2.00
Mover	U	1.00	2.00
Nagilum	R	5.00	7.00
Near-Warp Transport	U	1.00	2.00
Neela Daren	R	7.00	10.00
Neural Servo Device	U	1.00	2.00
New Contact	R	4.00	6.00
Nikolai Rozhenko	U	1.00	2.00
Nitrium Metal Parasites	U	1.00	2.00
Norah Satie	U	1.00	2.00
Nu'Daq	U	1.00	2.00
Null Space	U	1.00	2.00
Ocett	U	1.00	2.00
Pardek	U	1.00	2.00
Parem	U	1.00	2.00
Pegasus Search	R	4.00	6.00
Pi	R	6.00	8.00
Plunder Site	U	1.00	2.00
Q	R	9.00	15.00
Q2	U	1.50	3.00
Radioactive Garbage Scow	U	1.00	2.00
Rebel Encounter	U	1.00	2.00
Reginald Barclay	R	5.00	8.00
REM Fatigue Hallucinations	U	1.00	2.00
Restore Errant Moon	U	1.00	2.00
Richard Galen	R	6.00	10.00
Riva	U	1.00	2.00
Ro Laren	R	8.00	14.00
Roga Danar	R	8.00	14.00
Sarek	R	8.00	14.00
Sarjenka	R	5.00	8.00
Sarthorg Plunder	R	4.00	7.00
Satelk	R	6.00	8.00
Secret Salvage	U	1.00	2.00
Seek Life-form	R	4.00	6.00
Selo	R	9.00	15.00
Shaka, When the Walls Fell	U	1.00	2.00
Shelby	R	8.00	12.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	U	1.00	2.00
Soren	U	1.00	2.00
Study "Hole in Space"	R	4.00	6.00
Study Lonka Pulsar	R	4.00	6.00
Study Nebula	R	4.00	6.00
Supernova	R	7.00	12.00
Survey Mission	R	4.00	6.00
Tam Elbrun	R	8.00	12.00
Tarellian Plague Ship	U	1.00	2.00
Tasha Yar	R	12.00	20.00
Telepathic Alien Kidnappers	U	1.00	2.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.00	2.00
Thomas Riker	R	14.00	24.00
Thought Maker	R	8.00	14.00
Time Travel Pod	R	6.00	10.00
Tokath	U	1.00	2.00
Torak	U	1.00	2.00
Toreth	R	5.00	7.00
Tox Uthat	R	8.00	14.00
T'Pan	U	1.00	2.00
Traveler, The: Transcendence	U	2.00	3.00
Tsiolkovsky Infection	R	4.00	7.00
Two-Dimensional Creatures	U	1.00	2.00
U.S.S. Brittain	R	7.00	10.00
U.S.S. Enterprise	R	25.00	35.00
U.S.S. Hood	R	6.00	8.00
U.S.S. Phoenix	R	6.00	8.00
U.S.S. Sutherland	U	1.00	2.00
U.S.S. Yamato	R	5.00	8.00
Vagh	U	1.00	2.00
Varon-T Disruption	R	10.00	15.00
Vash	R	8.00	12.00
Vulcan Stone of Gol	R	8.00	12.00
Warp Core Breach	R	4.00	6.00
Wesley Crusher	R	15.00	25.00
William T. Riker	R	25.00	35.00
Wind Dancer	R	5.00	8.00
Worf	R	25.00	35.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER–1995

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	100.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	75.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise")	$90.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Common Personnel cards	.50	1.25
Unlisted Uncommon cards	1.00	2.50
Unlisted Rare cards	3.00	5.00

Berlingoff Rasmussen	R	4.00	6.00
Beverly Picard	R	6.00	10.00
Brute Force	R	4.00	6.00
Commander Tomalak	R	4.00	6.00
Cryosatellite	R	4.00	6.00
Data's Head	R	6.00	9.00
Devidian Doorway	R	4.00	6.00
FGC-47 Research	R	4.00	6.00
Future Enterprise	UR	70.00	100.00
Gomtuu	R	4.00	6.00
Governor Worf	R	10.00	15.00
Ian Andrew Troi	R	4.00	6.00
Iconian Gateway	R	4.00	6.00
Lakanta	U	1.00	2.00
Lt. (j.g.) Picard	U	1.00	2.00
Major Rakal	R	4.00	6.00
Ophidian Cane	R	4.00	6.00
Reunion	R	4.00	6.00
Samuel Clemens' Pocketwatch	R	4.00	7.00
Tasha Yar-Alternate	R	7.00	12.00
U.S.S. Enterprise-C	R	12.00	20.00

TO BOLDLY GO EXPANSION

DECIPHER–1996

Full Set (121 cards)	$120.00	140.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Common Cards	.05	.25
Uncommon Cards	.50	1.50
Unlisted Rare Cards	2.00	4.00

Arbiter of Succession	R	4.00	6.00
Blade of Tkon	R	4.00	6.00
Canar	R	4.00	6.00
Data's Body	R	5.00	8.00
Doppleganger	R	4.00	6.00
Galen	R	8.00	12.00
IKC Mabt-R'a	R	3.00	5.00
Juliana Tainer	R	3.00	5.00
Katherine Pulaski	R	5.00	8.00
Klingon Civil War	R	3.00	5.00
Lal	R	4.00	6.00
Lemon-Aid	R	4.00	6.00
Madam Guinan	R	5.00	7.00
Manheim's Dimensional Door	R	4.00	6.00
Mona Lisa	R	4.00	6.00
Mortal Q	R	4.00	6.00
Mr. Homn	R	3.00	5.00
Nick Locarno	R	4.00	6.00
Sheliak, The	R	4.00	6.00
Terix	R	4.00	6.00
USS Stargazer	R	4.00	6.00
Yuta	R	6.00	9.00

STAR WARS LIMITED EDITION

DECIPHER–1995

Full Set (324 cards)	$375.00	475.00
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Common cards	.10	.40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	3.00	5.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	2.00	4.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	3.00	5.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	.50	1.00
Beggar	R	5.00	8.00
Beru Lars	U	.50	1.00
Beru Stew	U	.50	1.00
Biggs Darklighter	R	3.00	5.00
Black 2	R	5.00	9.00
Black 3	U	1.50	2.50
Blast Door Controls	U	.50	1.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway..	R	5.00	8.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	30.00
Caller	U	1.00	2.00
Cantina Brawl	R	5.00	8.00
Charming to the Last	R	3.00	5.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	6.00	9.00
Colonel Wullf Yularen	U	1.50	2.50
Commander Praji	U	.50	1.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	5.00	9.00
Dark Hours	U	.50	1.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	6.00	9.00
Darth Vader	R	40.00	55.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	.50	1.00
Death Star: DBCR	U	.50	1.00
Death Star: Lvl 4 Mil.Corr.	U	1.50	2.50
Death Star Plans	R	5.00	8.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	.50	1.00
Demotion	R	3.00	5.00
Devastator	R	12.00	22.00
Dice Ibegon	R	3.00	5.00
Disarmed	R	4.00	7.00
Disarmed	R	4.00	7.00
Djas Puhr	R	3.00	5.00
Don't Get Cocky	R	5.00	8.00
Dr. Evazan	R	3.00	5.00
DS-61-2	U	.50	2.50
DS-61-3	R	7.00	10.00
Dutch	R	3.00	6.00
EG-6	U	.50	2.00
Elis Helrot	U	.50	1.00
Emergency Deployment	U	.50	2.50
Empire's Back, The	U	.50	2.50
Escape Pod	U	.50	1.00
Evacuate?	U	.50	1.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	.50	2.50
Fear Will Keep Them in Line	R	3.00	5.00
Fetter "Revenge"	U	.50	1.00
Figrin D'an	U	.50	1.00
Obi-Wan	R	4.00	7.00

Price Guide



Force is Strong With this One	R	3.00	5.00
Full Scale Alert	U	.50	1.00
Full Throttle	R	3.00	5.00
Garindon	R	3.00	5.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00
Gift of the Mentor	R	4.00	7.00
Gold 1	R	3.00	5.00
Gold 5	R	3.00	5.00
Grand Moff Tarkin	R	16.00	25.00
Gravel Storm	U	.50	1.00
Han's Back	U	.50	1.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	25.00	42.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
How Did We...this Mess?	U	.50	1.00
Hydroponics Station	U	.50	1.00
I Find Your...Disturbing	R	4.00	7.00
I Have You Now	R	3.00	5.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	2.00	4.00
Into...Chute, Flyboy	R	3.00	5.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	7.00	10.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	3.00	5.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	7.00
Kessel Run	R	3.00	5.00
Kessel (dark)	U	.50	1.00
Kessel (light)	U	1.00	2.00
Kirik Keed'kak	R	6.00	8.00
K'lor'slug	R	4.00	6.00
Krayt Dragon Howl	R	5.00	8.00
Labria	R	3.00	5.00
Laser Projector	U	.50	1.00
Lateral Damage	R	3.00	5.00
Leesub Sirln	R	3.00	5.00
Leia Organa	R	25.00	42.00
Leia's Back	U	.50	1.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	.50	1.00
Light Repeating Blaster Rifle	R	4.00	7.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	.50	1.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	3.00	5.00
Lone Warrior	R	3.00	5.00
Look Sir, Droids	R	4.00	7.00
LUKE! LUUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	.50	1.00
Luke Skywalker	R	25.00	42.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	3.00	5.00
M'iiyoom Onith	U	.50	1.00
Millennium Falcon	R	20.00	32.00
Molator	R	4.00	6.00
Momaw Nadon	U	.50	1.00
Moment of Triumph	R	3.00	5.00
Move Along	R	5.00	8.00
MSE-6 "Mouse" Droid	U	.50	1.00
Myo	R	3.00	5.00
Nabrun Leids	U	.50	1.00
Nevar Yalnal	R	3.00	5.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	3.00	5.00
Obi-Wan Kenobi	R	30.00	45.00
Obi-Wan's Cape	R	6.00	9.00
Obi-Wan's Lightsaber	R	8.00	12.00
Observation Holocam	U	.50	1.00
On the Edge	R	3.00	5.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	.50	1.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	4.00	7.00
Plastoid Armor	U	.50	1.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	7.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	.50	1.00
Rebel Planners	R	3.00	5.00
Red Leader	R	6.00	10.00
Red 1	U	1.50	2.50
Red 3	R	4.00	6.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	.50	1.00
Revolution	R	6.00	8.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	4.00	7.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	.50	1.00
Special Modifications	U	1.50	2.50
Sunsdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	3.00	5.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	3.00	5.00
Tatooine: Cantina	R	3.00	5.00
Tatooine: Cantina	R	3.00	5.00
Tatooine: Lars' Moisture Farm	U	.50	1.00
Tatooine: Mos Eisley	U	.50	1.00
Tatooine: Obi-Wan's Hut	R	4.00	7.00
Thank the Maker	R	3.00	5.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	.50	1.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	6.00	10.00
Traffic Control	U	.50	1.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	.50	1.00
Turbolaser Battery	R	3.00	5.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	5.00	8.00
Utinni!	R	5.00	8.00
Vader's Custom TIE	R	10.00	18.00
Vader's Eye	R	6.00	9.00
Vader's Lightsaber	R	9.00	14.00
Warrior's Courage	R	3.00	5.00
We're All Gonna...Thinner!	R	5.00	8.00
WED-9-M1 Bantha Droid	R	3.00	5.00
WED15-1662 Treadwell Drd.	R	3.00	5.00
Wioslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	U	.50	1.00
Yavin 4: Jungle	U	.50	1.00
Yavin 4: Massasi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	4.00	7.00
Yavin Sentry	U	.50	1.00
Yerka Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers...Old Man	R	4.00	7.00

STAR WARS UNLIMITED EDITION

PARKER BROTHERS, DECIPHER–1996

Full Set (330 cards including 6 new, exclusive cards) $300.00 ... 400.00
Starter Dual Deck (120 cards) ... 15.00 ... 20.00
Starter Box (5 dual decks) ... 70.00 ... 100.00
Booster Pack (15 cards) ... 2.50 ... 3.50
(Booster Packs are found one per dual deck.)
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.

DECIPHER– 1996

Full Set (162 cards) $200.00 ... 250.00
Booster Pack (15 cards) ... 2.50 ... 3.50
Booster Box (36 packs) ... 75.00 ... 110.00
Unlisted Common cards 10 30

Advance Preparation	U	1.00	2.00
Alternatives to Fighting	U	1.00	2.00
Astromech Shortage	U	.75	1.50
Attack Run	R	5.00	9.00
Besieged	R	3.00	5.00
Black 4	U	1.00	2.00
Bowcaster	R	3.00	5.00
Bronioc	R	9.00	12.00
Captain Khurgee	U	1.00	2.00
Cell 2187	R	4.00	7.00
Chewbacca	R	12.00	20.00
Clak'dor VII	R	3.00	5.00
Commander Vandeen Willard	U	.75	1.50
Commence Primary Ignition	R	6.00	10.00
Commence Recharging	R	3.00	5.00
Conquest	R	9.00	16.00
Corellia	R	4.00	7.00
Dannik Jerriko	R	4.00	7.00
Danz Borin	U	.75	1.50
Dark Waters	R	3.00	5.00
Death Star	R	10.00	20.00
Death Star Tractor Beam	R	4.00	7.00
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Death Star: Trench	R	5.00	8.00
Dejorik Hologame Board	R	4.00	7.00
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Doikk Na'ts	U	.75	1.50
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Hem Dazon	R	6.00	9.00
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Ickabel G'ont	U	.75	1.50
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IT-O	R	4.00	7.00
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Logistical Delay	U	.75	1.50
Lt. Shann Childsen	U	1.00	2.00
Luke's Cape	R	6.00	8.00
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Magnetic Suction Tube	R	3.00	5.00
Maneuver Check	R	3.00	5.00
Masep	U	.75	1.50
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URoRRuR'R'R's Hunting Rifle	U	.75	1.50
Victory Class Star Destroyer	U	2.00	3.00
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Wedge Antilles	R	12.00	18.00
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Yavin 4: Massassi Ruins	U	1.00	2.00
You're All Clear Kid!	R	5.00	10.00

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Blizzard Scout 1	R	5.00	7.00
Blizzard Walker	U	1.00	2.00
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Collapsing Corridor	R	2.00	4.00
Cmdr. Luke Skywalker	R	15.00	26.00
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Dack Ralter	R	2.00	4.00
Death Mark	R	5.00	7.00
Death Squadron	U	1.50	2.50
Debris Zone	R	2.00	4.00
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Dual Laser Cannon	U	1.00	2.00
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General Veers	R	6.00	10.00
Golan Laser Battery	U	1.00	2.00
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Image of the Dark Lord	R	2.00	4.00
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Mournful Roar	R	6.00	9.00
Planet Defender Ion Cannon	R	3.00	5.00
R-3PO	R	2.00	4.00
Responsibility of Command	R	5.00	7.00
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Rogue 2	R	3.00	5.00
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Scruffy-Looking Nerf Herder	R	2.00	4.00
Snowspeeder	U	1.00	2.00
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InQUEST PLAYERS GUIDE

What you need to know about the *InQuest Magic* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with up to two other collectible card games in the Players Guide Spotlight.

SAMPLE LISTING

chosen color to your ma... ...Add to ... mana pool. 1/1.
Rabid Wombat SC U ●●● KFo 662 L6, CH
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.
Radjan Spirit SC U ●●● CRu 63 L6,4th
T: Target creature loses flying ability until turn ends. 3/2.
Rampant Growth SOR C ●●● PMo 61 MG
Search your library for a basic land card and put it into play, tapped.
• Rebirth SOR R •• MTe 6663 L6,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.
Regeneration EC C •• Multi 61 A,B,U,R,4TH,IA,MG
G: Target creature regenerates. Artists: QHo, CGi (Mirage).
• Regrowth SOR U ●●●●● DWi 61 A,B,U,R
Bring a card from your graveyard into your hand.
Reincarnation INS U ●●● EBe 661 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.
Renewal SOR C • KFo 62 HL
Sacrifice a land to search your library and put a basic land into play.

...turn. No creatures ... controller's next unt...
Spore Flower
Put a counter on Flo... Flower to prevent cr...
Stalking Tiger
Stalking Tiger cannot ...
Stampede
All attacking creatures ...
Storm Seeker
Do 1 point of damage ...
Stream of Life
Target player gains X ...
Stunted Growth
Target player must p...
Subdue
Target deals 0 damag...
Superior Numbers
...creature...

Radjan Spirit is an uncommon creature that has a three power rating and was painted by Christopher Rush. Its casting cost is one green and three generic mana; it's available in *Legends* and Fourth Edition. Its power/toughness is 3/2 and you can tap it to make a creature lose flying until end of turn. How do we know all that? Because our lord Asmodeus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Asmodeus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in Type I (classic) tournaments. And banned cards, well, are a no-no for tournaments.



SHELKIN BROWNIE CARD DESCRIPTION

A — Card Name.
B — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
C — Description. The description of exactly what the card can do.
D — Flavor Text. A funny or informative quote, usually historical in nature.
E — Artist.
F — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
G — Expansion Symbol. This tells you what set the card belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
H — Power/Toughness. Only for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in the *Magic* players guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

●●●●● Five Stars. The best...and this time we really mean it. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments, and for good reason. We're talking power cards like Black Lotus and Time Walk, as well as incredibly efficient cards like Disenchant, Lightning Bolt and Erhnam Djinn.

●●●● Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of really useful cards that you don't necessarily want to use all the time. Necropotence is a great card, but it really only works in a couple of types of decks. The best sideboard cards (Anarchy, Gloom, Pyroclasm) fall into the four-star category due to their specialized nature.

●●● Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks. There are some cards in this category you'll occasionally see in tournament decks, but usually not all that often. Spells like Flying Carpet, Desert Twister and Mana Flare and creatures like Ghost Ship, Dwarven Warriors and Thicket Basilisk are good examples of average cards.

●● Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play. Two-star cards rarely appear in tournament decks. Some good examples of two-star cards are Pit Scorpion, Fog and Goblin Hero.

● One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. While some of these cards may have some use in some warped game environment (like Sorrow's Path), they're generally all around useless unless put in a VERY specific deck. Unless you've got a specific theme in mind, these cards aren't worth your trouble.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Avon, John	JAv
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Beel, Stuart	SBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Bliss, Robert	RBl
Bolton, John	JBo
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Cherry, David A.	DCh
Chippy	Ch
Coulthart, John	JCo
Danforth, Liz	LDa
Darrow, Geof	GDa
Davidson, Al	ADa
Detwiler, Denise	DDe
Dom!	Dom
Donohoe, William	WDo
Dringenberg, Mike	MDr
Eggleton, Bob	BEg
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Fischer, Scott	SFi
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Fricker, Uma	UFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gianni, Tom	TGi
Gillespie, Charles	CGi
Ginocola, Donata	DGi
Grace, Gerry	GGr
Gregory, D Alexander	DAG
Griffin, Stuart	SGi
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Ho, David	DHo
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jock	JOC
Johnson, Kari	KJo
Johnston, Janine	JJo
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
King, Hannibal	HKi
Kirschner, Scott	SKi
Kyffin, Tom	TKy
Law, Jennifer	JLa
Leach, Gary	GLe
Leonard, Nicola	NLe
Luke, Steve	SLu
Maddocks, Anson	AMa
Malloy, John	JMl
Masness, Phillip	PMa
Matson, John	JMa
McKenna, Martin	MMc
McNeill, Harold	HMc
Meinges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Miller, Ian	IMi
Miracola, Jeff	JMi
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Cliff	CNi
Nielsen, Terese	TNi
O'Connor, David	DOC
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Power, Dermont	DPo
Raabe, Mike	MRa
Rathke, Kathryn	KRa
Raupp, Roger	RRa
Rabinowitz, Alan	ARa
Rex, Adam	ARe
Roberts, Tony	TRo
Rush, Christopher	CRu
Rusu, Andi	ARu
Saunders, Zina	ZSa
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simonson, Greg	GSi
Smith, Adrian	ASm
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Ne Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tomlin, Junior	JTo
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Walker, Kevin	KWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
White, Steven	SWh
Williams, L.A.	LWi
Wilisch, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
LL	Legendary Land
MS	Mana Source
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
CH	*Chronicles*
DK	*The Dark*
FE	*Fallen Empires*
5th	Fifth Edition
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
MG	*Mirage*
PR	Promo
R	Revised
U	Unlimited
VS	*Visions*

SPOTLIGHT:

STAR WARS: DAGOBAH

STAR WARS CUSTOMIZABLE CARD GAME™

Dagobah, the planet, is a swampy backwater where it bubbles all the time like a giant carbonated soda. *Dagobah*, the expansion for the *Star Wars* CCG, is the second in the "Empire Strikes Back" series and the source of lots of nifty cards to improve your *SW* decks. Hungry for main characters? This set's got a new Luke—Son of Skywalker—and Yoda, the Jedi master himself. Like bounty hunters? Got 'em in spades, and they're enormously useful. Hate Nabrun Leids and other weasel cards? *Dagobah* has "magic bullets" that'll take them down cold. Last, but certainly not least, there're the Jedi Tests. Tough to use, but follow the instructions and watch the balance of power shift dramatically in your favor. If *Star Wars* is your game, *Dagobah* is a Force to be reckoned with.





DAGOBAH CARD DESCRIPTION

A. Card Name. Hello, we love you, won't you tell us your name?

B. Affiliation Icon. An indicator of what kind of card this is. Bossk, for example, is an Alien.

C. Destiny Number. Randomizers-a-go-go. The more useful the card, the lower the number, on average.

D. Flavor Text. The lore. Often contains key words in boldface.

E. Expansion Icon. The *Dagobah* insignia is a close-up of Yoda's eye.

F. Power. Combat strength,

G. Ability. Battle destiny? Don't mind if I do.

H. Deploy. The cost to bring the card into play.

I. Forfeit. Damage control—lose him and save some Force loss.

J. Game Text. How the card works. In the players guide, bullets (•) indicate how many copies of the card you can have in play or in your deck (depending on the type of card) and triangles (Δ) indicate how many total copies of the card (both players) can be in play at one time.

K. Icons. Hobbies include spaceship piloting, warrior training and needlepoint…

L. Card Type. Another identifier.

M. Force. How much Force the site provides.

N. Parsec. Location, location, location.



MAGIC The Gathering

players guide

ARTIFACTS

Acidic Dagger ART R ●●● SBe 4 MG
4,T: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

Adarkar Sentinel AC U ●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 2 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C ●● RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●● KFo 5 LG
5, T: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ●● MTe 10 AN,R,4th
X, T: Instead of drawing a card, draw X cards but take only one into hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ●● Multi 8 AN,R,4th,5th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amber Prison ART R ●●●● DGi 4 MG
You may choose not to untap Amber Prison during your untap phase. 4,T: Tap target artifact, creature or land. As long as the Prison remains tapped, target does not untap during its controller's untap phase.

Amulet of Kroog ART C ●● MOK 2 AQ,4th,5th
2, T: Prevent 1 damage to any target.

• **Amulet of Quoz** ART R ● DFr 6 IA
1, T: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ●●● KFo 5 MG
5,T: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ●● Multi 2 A,B,U,R,4th,5th
Do 2 damage to any player who puts a new land into play.

Anvil of Bogardan ART R ●●● RRa 2 VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART R ●● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried.

Arcum's Sleigh ART U ●● TWa 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● TWa 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land. 2,T: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R ●● TWa 3 LG, CH
Tap all Legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH,5th
0: Sacrifice one of your creatures in play to add 2 to your mana pool.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2, T: Make one of your creatures +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ●●● NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH,5th
T, Sacrifice: Turn non-artifact creature into artifact creature with +1/+1.

Astrolabe ART C ●●● AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Balm of Restoration ART R ● MOK 2 FE
1, T: Sacrifice to gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● AWe 1 IA,5th
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barl's Cage ART R ●●● TWa 4 DK, CH,5th
3: Target creature does not untap during its controller's next untap.

Basalt Golem AC U ●●● SKi 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature bonding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4th,5th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Sacrifice to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Put a counter on Black Mana Battery. T: Add B to your mana pool. Add B for each counter you remove as well.

• **Black Vise** ART U ●●●●● RTh 1 A,B,U,R,4th
At the end of his or her upkeep, target opponent takes 1 damage for each card over four he or she has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Put a counter on Blue Mana Battery. T: Add U to your mana pool. Add U for each counter you remove as well.

Bone Flute ART U ●● CRu 2 DK
2, T: Give all creatures -1/-0 until end of turn.

Bone Mask ART R ●● DAG 4 MG
2,T: Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

• **Bottle of Suleiman** ART R ●●● Multi 4 AN,R,4th,5th
1 ,T, Sacrifice Bottle: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U ●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Brass-Talon Chimera AC U ●● MDi 4 VS
First strike. Counts as a Chimera. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R ●● TWa 6 AQ,4th
4 ,T: Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●● DSh 1 AQ
X ,T: Untap X separate lands.

Celestial Prism ART U ●● AWe 3 A,B,U,R,4th
2, T: Add 1 mana of any color to your mana pool.

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury creature at end of turn.

• **Chaos Orb** ART R ●●●●● MTe 2 A,B,U
1 ,T: Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ●●● DTu 2 MG
Comes into play tapped. T: Add B to your mana pool.

Chariot of the Sun ART U ●● GGr 3 MG
2,T: Target creature you control gains flying and has its toughness reduced to 1 until end of turn.

City in a Bottle ART R ●● DTu 2 AN
All cards from Arabian Nights are buried. No Arabian Nights cards can be played.

Clay Statue AC C ●●● Multi 4 AQ,4th,5th
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Avian when cast. At the end of any combat in which Avian attacks or blocks, remove a counter. During upkeep you may pay X and tap Avian to regain X counters. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th,5th
Put seven +1/+0 counters on Beast when cast. At the end of any combat in which Beast attacks or blocks, remove a counter. During upkeep you may pay X and tap Beast to regain X counters. 0/4.

Clockwork Gnomes AC C ●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● Multi 4 HL,5th
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, T: Add X counters to Steed (Max. 4). 0/3.

Clockwork Swarm AC C ●●● AWe 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, T: Add X counters to Swarm: Max. four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● Multi 9 AQ,4th,5th
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 during your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● AWe 4 A,B,U,R,4th
3, T: Prevent up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep.

Coral Helm ART R ●● Multi 3 AQ,4th,5th
3, Discard a card at random from your hand: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ●●● Multi 2 IA,5th
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.





Breeding Pit and Skull Catapult: The Skull Catapult makes its triumphant return in Fifth Edition, bonier than ever, and with it comes the Fallen Angel's favorite fast food joint, the Breeding Pit. For the investiture of just two black mana, you can have your very own Thrull, aerodynamically designed for hurling with the Catapult. You can knock off you opponent's blockers, or just knock your opponent's block off!

Crystal Golem AC U ●● MDr 4 MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U ●● Multi 1 A,B,U,R,4th,5th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ●●● RTh 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Totem ART R ●●● DAG 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2, T: Turn target land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th,5th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ● MTe 0 FE
T: Sacrifice Cone. If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R ● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U ●● Multi 7 DK,4th,5th
3: Regenerates.4/4.

Diamond Kaleidoscope ART R ●● RSp 4 VS
3, T: Put a Prism token into play. Treat this token as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo ART R ●● MBe 1 HL
3: Take a Minotaur from your hand and put it directly into play.

Dingus Egg ART R ●●● Multi 4 A,B,U,R,4th,5th
Whenever a land leaves play, Egg does 2 damage to that player.

Disrupting Scepter ART R ●●●● Multi 3 A,B,U,R,4th,5th
3, T: Opponent must discard 1 card. Play as a sorcery.

Draconian Cylix ART R ● EBe 2 FE
2, T, Discard a card at random: Regenerate target creature.

Dragon Engine AC C ●● AMa 3 AQ,R,4th,5th
2: +1/+0 until end of turn. 1/3.

Dragon Mask ART U ●●● CHo 3 VS
3, T: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.

Ebony Horse ART R ●● DWi 3 AN,R,4th
2, T: Untap one of your attackers. Treat target as if it never attacked.

Ebony Rhino AC C ●● AWe 7 HL
Trample. 4/5.

Elixir of Vitality ART U ●●● DSh 4 MG
Elixir of Vitality comes into play tapped. T, Sacrifice Elixir of Vitality: Gain 4 life. 8, T, Sacrifice Elixir of Vitality: Gain 8 life.

Elkin Bottle ART R ●●● QHo 3 IA,5th
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Elven Lyre ART R • KFo 2 FE
1, T, Sacrifice Lyre: Target creature gets +2/+2 until end of turn.

Ersatz Gnomes AC U •• RSp 3 MG
T: Target spell or permanent is colorless until end of turn. 1/1.

• **Feldon's Cane** ART C •••• MTe 1 AQ, CH,5th
T, Remove Cane from game: Shuffle your graveyard into your library.

Fellwar Stone ART U •••• QHo 2 DK,4th,5th
T: Produce 1 mana of any color that opponent's lands may produce.

Feroz's Ban ART R ••• HHu 6 HL,5th
Summon spells cost an additional 2 to cast.

Fire Diamond ART U ••• RTh 2 MG
Comes into play tapped. T: Add R to your mana pool.

Floodwater Dam ART R •• RGa 3 AI
XX1, T: Tap X target lands.

Flying Carpet ART R ••• MTe 4 AN,R,4th,5th
2, T: Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet

Ice Cauldron ART R ••• DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell as though it were in your hand. T: Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

Icy Manipulator ART U ••••• Multi 4 A,B,U, IA
1, T: Tap one land, creature, or artifact. Artists: DSh (A,B,U), AWe (IA)

Igneous Golem AC U •• ARe 5 MG
2: Trample until end of turn. 3/4.

Illusionary Mask ART R ••• AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.

Implements of Sacrifice ART R ••• MOK 2 FE
1, T: Sacrifice to add 2 mana of any color to your mana pool.

Lead Golem AC U •• HKi 5 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.

Library of Leng ART U ••• DGe 1 A,B,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.

Life Chisel ART U ••• AWa 4 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.

Life Matrix ART R ••• AWe 4 LG
4, T: Put a counter on target creature during upkeep. Remove a counter to regenerate creature.

Lion's Eye Diamond ART R •• MOK 0 MG
Sacrifice Lion's Eye Diamond, discard your hand: Add three mana of any one color to your mana pool.

Living Armor ART C ••• AMa 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.







Juxtapose, Funeral March and Boomerang: Here's a quick trick to try if you need to knock your opponent's ego down a few pegs. Play Juxtapose, then slap the critter your opponent gained with Funeral March. Boomerang that creature back to your hand, triggering the Funeral March and forcing your opponent to sacrifice. Finally, re-cast the critter you Boomeranged. You get a net gain of three critters over your opponent!

Forcefield ART R •••• DFr 3 A,B,U
1: Target unblocked creature deals only 1 damage this turn.

Forethought Amulet ART R ••• MBe 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.

Fountain of Youth ART C •••• DGe 0 DK, CH,5th
2, T: Gain 1 life.

Fyndhorn Bow ART U •• RAI 2 IA
3, T: Give target creature first strike until end of turn.

Gauntlet of Might ART R ••• CRu 4 A,B,U
All mountains produce an extra red mana. Give all red creatures +1/+1.

Gauntlets of Chaos ART R ••• Multi 5 LG, CH,5th
5, T: Sacrifice Gauntlets to take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.

Glasses of Urza ART U ••• DSh 1 A,B,U,R,4th,5th
T: Look at opponent's hand. No, his cards!

Goblin Lyre ART R • MiG 3 IA
0: Sacrifice Lyre and flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Other-wise, you take damage equal to the number of creatures your opponent controls.

Golgothian Sylex ART R • KKa 4 AQ
1 ,T: Bury all Antiquities cards.

Grapeshot Catapult AC C ••• DFr 4 AQ,4th,5th
T: Do 1 damage to a target flying creature. 2/3.

Green Mana Battery ART R ••• CRu 4 LG,4th
2, T: Put a counter on Green Mana Battery. T: Add G to your mana pool. Add G for each counter you remove as well.

Grinning Totem ART R •••• DGi 4 MG
2,T, Sacricie Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.

Gustha's Scepter ART R •• SEv 0 AI
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.

Helm of Awakening ART U ••• ARe 2 VS
All spells cost one generic mana less to play.

Helm of Chatzuk ART R •• MTe 1 A,B,U,R,4th,5th
1, T: Give target creature bonding until end of turn.

Helm of Obedience ART R •••• BSa 4 AI
X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.

Hematite Talisman ART U • LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R ••• SEv 5 A,B,U,R,4th,5th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.

Horn of Deafening ART R ••• DFr 4 LG, CH
2, T: Target creature deals no damage in combat this turn.

Horrible Hordes AC U •• IMi 3 MG
Rampage 1. 2/2.

Howling Mine ART R •••• MPo 2 A,B,U,R,4th,5th
Everyone must draw an extra card during his draw phase.

Infinite Hourglass ART R •• Multi 4 IA,5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Iron-Heart Chimera AC U •• MDr 4 VS
Attacking does not cause Iron-Heart Chimera to tap. Counts as a Chimera. Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. 2/2.

Iron Star ART U •• Multi 1 A,B,U,R,4th,5th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.

Ivory Cup ART U •• Multi 1 A,B,U,R,4th,5th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.

• **Ivory Tower** ART U ••••• MOK 1 AQ,R,4th
Gain 1 life for each card over four you have in hand during upkeep.

Jade Monolith ART R •• Multi 4 A,B,U,R,4th,5th
1: Take all damage done to any creature on yourself instead.

Jade Statue ART U •••• DFr 4 A,B,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.

Jalum Tome ART R ••• TWa 3 AQ, CH,5th
2, T: Draw a card and then discard a card of your choice.

Jandor's Ring ART R •• DFr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.

Jandor's Saddlebags ART R ••• Multi 2 AN,R,4th,5th
3, T: Untap a creature.

Jayemdae Tome ART R •••• MTe 4 A,B,U,R,4th,5th
4, T: Draw a card.

Jester's Cap ART R •••• DFr 4 IA,5th
2, T: Sacrifice to look through target player's library and remove any three cards from the game. This is supposed to be fun?

Jester's Mask ART R ••• DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library.

Jeweled Amulet ART U ••• DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the appropriate type to your mana pool.

• **Jeweled Bird** ART R ••• AWe 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.

Joven's Tools ART R •• Multi 6 HL,5th
4, T: Target creature can only be blocked by walls until end of turn.

Juggernaut AC U •••• DFr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Juju Bubble ART U •• DGi 1 VS
Cumulative upkeep: 1. If you play a card, bury Bubble. 2: Gain 1 life.

Knowledge Vault ART R ••• AWe 4 LG
2, T: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards unde it.

Kormus Bell ART R •• CRu 4 A,B,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.

Kry Shield ART U •• RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.

Lapis Lazuli Talisman ART U • AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Lead-Belly Chimera AC U •• MDr 4 VS
Trample. Counts as a Chimera. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample permanently. 2/2.

Living Wall AC U ••• AMa 4 A,B,U,R
Counts as a wall. 1: Regenerates. 0/6.

Lodestone Bauble ART R •••• DSh 0 AI
1, T, Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. Player draws a card during next turn's upkeep.

Magma Mine ART U •• RSp 1 VS
4: Put a counter on Magma Mine. T: Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.

Malachite Talisman ART U • CRu 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

Mana Crypt ART R •••• MTe 0 PR
T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

Mana Matrix ART R •• MTe 6 LG
Pay 2 generic mana less to cast an instant, interrupt, or enchantment.

Mana Prism ART U ••• MOK 3 MG
T: Add 1 to your mana pool. 1,T: Add one mana of any color to your mana pool.

Mana Vault ART R ••• MTe 1 A,B,U,R,4th,5th
T: Add 3 to your mana pool. Pay 4 during your upkeep to untap. Does 1 damage to you if it remains tapped during upkeep.

Mangara's Tome ART R ••• JBo 5 MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add the top card from under Tome to your hand.

Marble Diamond ART U ••• JMi 2 MG
Comes into play tapped. T: Add W to your mana pool.

Marble Priest AC U • MBe 5 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.

Matopi Golem AC U •• TKy 5 VS
1: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.

Meekstone ART R ••• QHo 1 A,B,U,R,4th,5th
Creatures with power greater than 2 do not untap during untap phase.

Mightstone ART U ••• PVe 4 AQ
All attacking creatures gain +1/+0.

Millstone ART U ••• KFo 2 AQ,R,4th,5th
2, T: Take the top 2 cards from target player's library and place them in that player's graveyard.

• **Mirror Universe** ART R ••••• PFo 6 LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.

Misers' Cage ART R ••• JMi 3 MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mishra's Groundbreaker ART U • RGa 4 AI
T, Sacrifice: Target land becomes a 3/3 artifact creature.

Mishra's War Machine AC R • AWe 7 A,B,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.

Moss Diamond ART U ••• DGi 2 MG
Comes into play tapped. T: Add G to your mana pool.

• **Mox Emerald** ART R ••••• DFr 0 A,B,U
T: Add G to your mana pool.

• **Mox Jet** ART R ••••• DFr 0 A,B,U
T: Add B to your mana pool.

• **Mox Pearl** ART R ••••• DFr 0 A,B,U
T: Add W to your mana pool.

Key

	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature	
	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend	
	CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source		

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
• **Mox Ruby** T: Add R to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Sapphire** T: Add U to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
Mystic Compass 1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.	ART	U	●●●	AWe	2	AI
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	●	MTe	2	IA
Naked Singularity CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.	ART	R	●●	MTe	5	IA
Necropolis Counts as a wall. 0: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.	AC	U	●●	NTh	5	DK
Nevinyrral's Disk 1, T, Sacrifice: Destroy all non-land permanents. Comes into play tapped.	ART	R	●●●●	MTe	4	A,B,U,R,4th,5th
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	●	KFo	4	LG
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	●●●	RTh	4	LG
Obelisk of Undoing 6, T: Take any of your permanents in play back to your hand.	ART	R	●●	TWa	1	AQ, CH,5th
Obsianus Golem 4/6.	AC	U	●●●	JMy	6	A,B,U,R,4th
Onulet If Onulet is placed in graveyard, its controller gains 2 life. 2/2.	AC	U	●●	AMa	3	AQ,R,4th
Onyx Talisman 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	●	SEv	2	IA
Ornithopter Flying. 0/2.	AC	U	●●	AWe	0	AQ,R,4th,5th
Patagia Golem 3: Flying until end of turn. 2/3.	AC	U	●●	SKi	4	MG
Paupers' Cage At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.	ART	R	●●	MKi	3	MG
Pentagram of the Ages 4, T: Prevent all damage done to you from one source.	ART-	R	●●●	DSh	4	IA,5th
Phyrexian Devourer If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to-put a +X/+X counter on Phyrexian Devourer, where X is equal to-that card's casting cost. 1/1.	AC	R	●	MTe	6	AI
Phyrexian Dreadnought Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.	AC	R	●●	PVe	1	MG
Phyrexian Marauder Phyrexian Marauder comes into play with X +1/+1 counters on it. Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack unless you pay 1 for each +1/+1 counter on it. 0/0.	AC	R	●●	DSe	X	VS
Phyrexian Portal 3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.	ART	R	●●	PVe	3	AI
Phyrexian Vault 2,T: Sacrifice a creature to draw a card.	ART	U	●●	HKi	3	MG
Phyrexian War Beast If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.	ART	C	●●●●	BSi	3	AI
Phyrexian Walker 0/3.	AC	C	●	BTa	0	VS
Pit Trap 2, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	●●●	AMa	2	IA
Planar Gate Pay 2 generic mana less when casting a summon spell.	ART	R	●●	MBe	6	LG
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	●●●	Multi	6	AQ,R,4th,5th
Pyramids 2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.	ART	R	●●	AWe	6	AN
Rack, The Do 1 damage for each card under three opponent has during upkeep.	ART	U	●●●	RTh	1	AQ,R,4th
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	R	●	CRu	6	AQ, CH
Razor Pendulum If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.	ART	R	●●	ZPl	4	MG
Red Mana Battery 2, T: Put a counter on Red Mana Battery. T: Add R to your mana pool. Add R for each counter you removed as well.	ART	R	●●●	MTe	4	LG,4th
Reflecting Mirror XX, T: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.	ART	U	●●	MPo	4	DK
Relic Barrier T: Tap target artifact.	ART	U	●●●●	HMc	2	LG
Ring of Immortals 3, T: Counter interrupt or EN targeting a permanent you control.	ART	R	●	MBe	5	LG
Ring of Ma'ruf 5, T: Instead of drawing a card, sacrifice Ring of Ma'ruf to select a card from outside the game.	ART	R	●●	DFr	5	AN
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	●●●	DSh	5	FE
Rocket Launcher 2: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.	ART	U	●●	PVe	4	AQ,R
Rod of Ruin 3, T: Do 1 damage to any target.	ART	U	●●●	CRu	4	A,B,U,R,4th,5th
Roterothopter Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.	AC	C	●●	AWe	1	HL
Soldevi Steam Beast Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.	AC	C	●	BSi	5	AI
Soul Net 1: Gain 1 life when a creature is placed in the graveyard.	ART	U	●●	Multi	1	A,B,U,R,4th,5th
Spirit Shield 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	●●●	SKi	3	FE
Staff of the Ages Creatures with landwalk ability may be blocked as normal.	ART	R	●	DGe	3	IA





Bottomless Vault and Drain Life: The Bottomless Vault, like the bottomless cup of coffee, is good to the last drop. Play the Vault early in the game, and let it collect a whole pile of counters. Then, when your opponent lets her guard down for a second, suck down that black mana and barf a huge Drain Life in your opponent's direction. Okay, so the coffee analogy broke down...

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Runed Arch Comes into play tapped. X, T: Sacrifice to-make X creatures with power no greater than 2 unblockable this turn.	ART	R	●●	PFo	3	IA
Runesword 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if targe leaves play before end of turn.	ART	C	●●	CRu	6	DK, CH
Sandals of Abdallah 2, T: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.	ART	R	●●	DFr	4	AN
Sand Golem If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.	AC	U	●●●	JMa	5	MG
Sands of Time Each player skips his or her untap phase. At the beginning of each player's turn, untap each tapped artifact, creature, and land he controls and tap each untapped artifact, creature, and land he controls. Sands of Time does not affect itself.	ART	R	●●●	PLe	4	VS
Scarab of the Unseen T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.	ART	U	●	SEv	2	AI
Scarecrow 6, T: Prevent all damage to you from flying creatures this turn. 2/2.	AC	U	●●	AMa	5	DK
Sentinel *=1 when-cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.	AC	R	●●●	RAF	4	LG, CH
Serpent Generator 4, T: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.	ART	R	●●●	MTe	6	LG, CH,5th
Serrated Arrows Put three arrow counters on Serrated Arrows when it comes into play. T, Remove one counter: Put a -1/-1 counter on target creature.	ART	C	●●●●	DCh	4	HL
Shapeshifter *=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).	AC	U	●●●	Multi	6	AQ,4th,5th
Shield of the Ages 2: Prevent 1 damage to you.	ART	U	●●●	AMa	2	IA
Shield Sphere Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.	AC	U	●●●	ARa	0	AI
Sisay's Ring T: Add two colorless mana to your mana pool.	ART	C	●	DGi	4	VS
Skull Catapult 1, T: Sacrifice a creature to do 2 damage to any target.	ART	U	●●●	Multi	4	IA,5th
Skull of Orm 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	●●●	TWa	3	DK
Sky Diamond Comes into play tapped. T: Add U to your mana pool.	ART	U	●●●	DAG	2	MG
Snake Basket X, Sacrifice Snake Basker: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.	ART	R	●●●	RRa	4	VS
Snow Fortress Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying attacking creature. 0/4.	AC	R	●●●	JMe	5	IA
Sol Grail When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool.	ART	R	●●●	CRu	3	AI
• **Sol Ring** T: Add 2 to your mana pool.	ART	-U	●●●●●	MTe	1	A,B,U,R
Soldevi Digger 2: Put the top card of your graveyard on the bottom of your library.	ART	R	●●●	AWe	2	AI
Soldevi Golem Does not untap during your untap phase. 0: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.	AC	R	●●	AMa	4	IA
Soldevi Sentry 1: Regenerate. Target opponent may draw a card. Two versions. 1/1.	AC	C	●●	ARa	1	AI
Soldevi Simulacrum CU: 1. T: +1/+0 until end of turn. 2/4.	AC	U	●●●●	DFr	4	IA
Staff of Zegon 3, T: Make target creature -2/-0 until end of turn.	ART	C	●●	MPo	4	AQ
Standing Stones 1, T: Pay 1 life to add 1 mana of any color to your mana pool.	ART	U	●●	SEv	3	DK
Stone Calendar Your spells cost 1 less to cast; casting costs cannot go below 0.	ART	R	●●	AWe	5	DK
Storm Cauldron During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.	ART	R	●●●	DFr	5	AI
Su-Chi When Su-Chi goes to graveyard, you get 4 colorless mana. 4/4.	AC	U	●●	CRu	4	AQ
Sunglasses of Urza Your plains may generate either a white or red mana.	ART	R	●●	DFr	3	A,B,U,R,4th
Sunstone 2: Sacrifice a SC land to make all creatures deal 0 damage in combat.	ART	U	●●	PFo	3	IA
Sword of the Ages Enters play tapped. T: Sacrifice Sword and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword and sacrificed creatures from the game.	ART	R	●●●●	CRu	6	LG
Tablet of Epityr 1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.	ART	C	●●	CRu	1	AQ
Tawnos's Coffin 3, T: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin.	ART	R	●●●	CRu	4	AQ
Tawnos's Wand 2, T: Target creature with power no greater than 2 may not be blocked until end of turn.	ART	U	●●●	DSh	4	AQ,4th
Tawnos's Weaponry 2, T: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.	ART	U	●●●	Multi	2	AQ,4th,5th
Teeka's Dragon Flying, trample, rampage 4. Counts as a Dragon. 5/5.	AC	R	●●●	LDa	9	MG
Teferi's Puzzle Box During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and a then draws that number of cards.	ART	R	●●●	KFo	4	VS
Telim'Tor's Darts 2, T: Do 1 damage to target player.		U	●●●	KWa	2	MG
Tetravus Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.	AC	R	●●●	MTe	6	AQ,4th
Throne of Bone 1: Gain 1 life each-time a black spell is cast. Use only once per spell.	ART	U	●●	Multi	1	A,B,U,R,4th,5th
Time Bomb Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.	ART	R	●●●	Multi	4	IA,5th
Time Vault T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.	ART	R	●●●	MTe	2	A,B,U
Tin-Wing Chimera Flying. Counts as a Chimera. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.	AC	U	●●●	MDr	4	VS
Tormod's Crypt T, Sacrifice: Remove all cards in target player's graveyard from game.	ART	C	●●●	CRu	0	DK, CH
Tower of Coireall T: Make target creature unblockable by walls until end of turn.	ART	U	●●	DFr	2	DK
Triangle of War 2, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.	ART	R	●●●	HMi	1	VS
Triassic Egg 3, T: Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly in play.	ART	R	●●●	DFr	4	LG, CH
Triskelion Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	●●●	DSh	6	AQ,4th

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Unerring Sling	ART	U	●●	ZPi	3	MG
3,T: Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.						
Urza's Avenger	AC	R	●●●	AWe	6	AQ,4th,5th
0: Avenger loses -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.						
Urza's Bauble	ART	U	●	CRu	0	IA,5th
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.						
Urza's Chalice	ART	C	●●	JMe	1	AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact.						
Urza's Engine	AC	R	●●	GSi	5	AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.						
Urza's Miter	ART	R	●	RAF	3	AQ
3: Draw a card when one of your artifacts goes to the graveyard. Use only once per artifact. May not be used when you sacrifice an artifact.						
Ventifact Bottle	ART	R	●●	RSp	3	MG
1X,T: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.						
Vexing Arcanix	ART	R	●●●●	RGo	4	IA
3, T: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.						
Vibrating Sphere	ART	R	●●	RTh	4	IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.						
Voodoo Doll	ART	R	●●	SEv	6	LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.						
Walking Wall	AC	U	●●●	AWa	4	IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.						
Wall of Shields	ART	U	●●	RGo	3	IA
Counts as wall. Banding. 0/4.						
Wall of Spears	AC	C	●●	Multi	3	AQ,4th,5th
First strike, counts as a wall. 2/3.						
Wand of Denial	ART	R	●●●●	SLu	2	VS
T: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.						
Wand of Ith	ART	U	●●●	QHo	4	DK
3, T: Look at a card at random from target player's hand. Unless the card is a land, the player must either discard it or sacrifice life equal to its casting cost. If the card is a land, the player must either discard it or sacrifice 1 life. Wand of Ith may only be used during your turn.						
War Barge	ART	U	●●●	TWa	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
War Chariot	ART	U	●●●	DWi	3	IA
3, T: Give target creature trample until end of turn.						
Weakstone	ART	U	●●	JHa	4	AQ
All attacking creatures lose -1/-0.						
Whalebone Glider	ART	U	●●●	AWe	2	IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.						
Whirling Catapult	ART	R	●●	DFr	4	AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.						
White Mana Battery	ART	R	●●●	AWa	4	LG,4th
2, T: Put a counter on White Mana Battery. T: Add W to your mana pool. Add W for each counter you removed as well.						
Winter Orb	ART	R	●●●●	MTe	2	A,B,U,R,4th,5th
Each player may only untap 1 land during untap phase.						
Wooden Sphere	ART	U	●●	Multi	1	A,B,U,R,4th,5th
1: Gain 1 life for any green spell is cast. Use only once per spell.						
Yotian Soldier	AC	C	●●●	CRu	3	AQ,4th
Yotian Soldier does not tap when attacking. 1/4.						
Zelyon Sword	ART	R	●●	SKi	3	FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.						
• **Zuran Orb**	ART	U	●●●●●	SEv	0	IA
0: Sacrifice a land to gain 2 life.						

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Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abomination	SC	U	●●●	MTe	BB3	LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
Abyss, The	EW	R	●●●●	PVe	B3	LG
Each player must bury a non-artifact creature he controls during upkeep.						
Abyssal Hunter	SC	R	●●●●	SLu	B3	MG
B,T: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.						
Abyssal Specter	SC	U	●●●	Multi	BB2	IA,5th
Flying. Opponent damaged by Specter must discard a card. 2/3.						
Aku Djinn	SC	R	●●●●	TNi	BB3	VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.						
All Hallow's Eve	EN	R	●●●	CRu	BB2	LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.						
Animate Dead	EC	U	●●●	AMa	B1	A,B,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power.						
Armor Thrull	SC	C	●●●	Multi	B2	FE
T, Sacrifice: Put a +1/+2 counter on target creature. Artists: SKi, JMe, RSp, PVe. 1/3.						
Artifact Possession	EA	C	●●	CRu	B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid.						
Ashen Ghoul	SC	U	●●	RSp	B3	IA
Unaffected by summoning sickness. B: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.						
Ashen Powder	SOR	R	●●●	GDa	BB2	MG
Take control of a creature from an opponent's graveyard						
Ashes to Ashes	SOR	U	●●●	Multi	BB1	DK,4th,5th
Remove two non-artifact creatures from the game and take 5 damage.						
Bad Moon	EN	R	●●●●	Multi	B1	A,B,U,R,4th,5th
All black creatures in play get +1/+1.						
Balduvian Dead	SC	U	●●	MKi	B3	AI
2R: Remove a summon card in your graveyard from the game to put a Graveborn token into play. Treat as a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.						



Greater Realm of Preservation: Yeah, Circles of Protection will protect you from *one* color, but you've only got a one in five chance that your opponent plays that particular color. Wouldn't you much rather have a cool card from *Legends* that protects you from the two most violent colors in the game? Greater Realm is just that! The Realm's definitely cool enough to be more than just sideboard bait!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Banshee	SC	U	●●	JMy	BB2	DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.						
Barbed-Back Wurm	SC	U	●●	GLe	B4	MG
B: Target green creature blocking Wurm gets -1/-1 'til end of turn. 4/3.						
Baron Sengir	SL	R	●●●	PVe	BBB5	HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire. 5/5.						
Basal Thrull	SC	C	●●	Multi	BB	FE
T, Sacrifice: Add BB to your mana pool. 1/2.						
Binding Agony	EC	C	●●	RBl	B1	MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.						
Black Carriage	SC	R	●	DCh	BB3	HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.						
Black Knight	SC	U	●●●●	Multi	BB	A,B,U,R,4th,5th
Protection from white, first strike. 2/2.						
Blanket of Night	EN	U	●●●	ONi	BB1	VS
Each mana-producing land is a swamp in addition to its normal type.						
Blight	EL	U	●●	Multi	BB	LG,4th,5th
If target land is tapped, destroy it at end of turn.						
Blighted Shaman	SC	U	●●	IMi	B1	MG
T, Sacrifice a creature: Give a creature +2/+2 until end of turn. T, Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.						
Bog Imp	SC	C	●●	RSp	B1	DK,4th,5th
Flying. 1/1.						
Bog Rats	SC	C	●●	RSp	B	DK,CH,5th
Cannot be blocked by walls. 1/1.						
Bog Wraith	SC	U	●●●	JMe	B3	A,B,U,R,4th,5th
Swampwalk. 3/3.						
Bone Harvest	INS	C	●●●●●	GSi	B2	MG
Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.						
Breathsteler	SC	C	●●	CNi	B2	MG
B: +1/-1 until end of turn. 2/2.						
Breeding Pit	EN	U	●●●	Multi	B3	FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.						
Brine Shaman	SC	C	●●	CBr	B1	IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.						
Broken Visage	INS	R	●●	Multi	B4	HL,5th
Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal to that of the attacking creature. Bury token at the end of turn.						
Brood of Cockroaches	SC	U	●●●	Multi	B1	VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.						
Burnt Offering	MS	C	●●	DGe	B	IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.						
Cadaverous Knight	SC	C	●●●●	DPo	B2	MG
Flanking. BB1: Regenerate. 2/2.						
Carrion	INS	R	●●●	GDa	BB1	MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Carrion Ants	SC	U	●●●	Mark	BBB	LE,4th,5th
1: +1/+1 until end of turn. 0/1						
Casting of Bones	EC	C	●●	ARc	B	A
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.						
Catacomb Dragon	SC	R	●●●	DOC	3B4	ME
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.						
Cemetery Gate	SC	C	●●	MBr	B2	AQ
Protection from black. Two versions. 0/5.						
Chains of Mephistopheles	EN	R	●●	HMa	B1	IA
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.						
Choking Sands	SOR	C	●●●	RKa	BB1	MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.						
Cloak of Confusion	EC	C	●●	MOK	B1	IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.						
Coercion	SOR	C	●●●●	TDi	B2	VS
Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.						
Contagion	INS	U	●●	MRa	BB3	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any no. of creatures.						
• **Contract from Below**	SOR	R	●●●●●	DSh	B	A,B,U,R
Discard your hand; draw an additional ante card plus seven cards.						
Cosmic Horror	SC	R	●●	JMy	BBB3	LG,4th
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.						
Crypt Cobra	SC	U	●●	RSp	B3	MG
If Crypt Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.						
Crypt Rats	SC	C	●●●●	PLe	B2	VS
X: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1.						
Cuombaji Witches	SC	C	●●●	KFo	BB	AN, CH
T: Each player does 1 damage to any target; you choose first. 1/3.						
Curse Artifact	EA	U	●	MTe	BB2	DK
Controller of target artifact must bury it during upkeep or lose 2 life.						
Cursed Land	EL	U	●●	JMy	BB2	A,B,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.						
Cyclopean Mummy	SC	C	●	EBe	B1	LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.						
Dance of the Dead	EC	U	●●●	RGo	B1	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1B.						
Dark Banishing	INS	C	●●●●	Multi	B2	IA,MG
Bury target non-black creature. Artists: DTu (Ice Age), DPo (Mirage).						
Dark Privilege	EC	C	●●	TKy	B1	VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate enchanted creature.						
Dark Ritual	MS	C	●●●●	Multi	BA,B,U,R,4th,IA,MG,5th	
Add BBB to your mana pool. Artists: JHa, SEv, JCo (Mirage).						
Darkness	INS	C	●●	HMc	B	LG
Creatures attack and block as normal but deal no damage.						
• **Darkpact**	SOR	R	●●●●	QHo	BBB	A,B,U,R
Swap your topmost undrawn card with either ante card.						
Death Watch	EC	C	●●●	BHo	B	VS
If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.						
Deathgrip	EN	U	●●●	AMa	BB	A,B,U,R,4th,5th
BB: Counter a green spell.						
Deathlace	INT	R	●	SEv	B	A,B,U,R,4th
Change the color of one card being played or in play to black.						
• **Demonic Attorney**	SOR	R	●	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Consultation	INS	U	●●●	RAl	B	IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.						
Demonic Hordes	SC	R	●●●●	JMy	BBB3	A,B,U,R
T: Destroy target land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	●●	AMa	B2	MG
Target creature deals no damage during combat and may not attack.						
• **Demonic Tutor**	SOR	U	●●●●●	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
Derelor	SC	R	●●●	AMa	B3	FE,5th
Your black spells cost an additional B. 4/4.						
Desolation	EN	U	●●	GPr	BB1	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.						
Dirtwater Wraith	SC	C	●●●	SLu	B3	MG
Swampwalk. B: +1/+0 until end of turn. 1/3.						
Diseased Vermin	SC	U	●●●	SKi	B2	AI
During your upkeep, deals one damage to a single opponent it has previously damaged for each counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an counter on it.						
Drain Life	SOR	C	●●●●	Multi	B1X	A,B,U,R,4th,5th
Do 1 damage to any target for each B spent above casting cost. Gain life for each damage inflicted. You cannot gain more life than a creature has in current toughness. Artists: DSh, RKF. Mirage						
Dread Specter	SC	U	●●	CRe	B2	MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.						
Dread Wight	SC	R	●●	DGe	BB3	A
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.						

★ Limited	ART Artifact	LO Lumpsinave Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land
ATEMC	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LE Legendary Land
Limited from Ice Age & Mirage only	CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source

Key

players guide

Drift of the Dead SC U ●● BSn B3 IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.

Drudge Skeletons SC C ●●● Multi B1 A,B,U,R,4th,5th
B: Regenerates. 1/1.

Drudge Spell EN U ●● NTh BB HL
B: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature; B: regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.

Dry Spell SOR C ●●● BSn B1 HL
Dry Spell deals 1 damage to each creature and player. Two versions.

Dystopia EN R ●●●● RTp BB1 AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.

Eater of the Dead SC U ●●● JMy B4 DK
Choose a creature in any graveyard and remove it from the game: Unitap Eater of the Dead. 3/4.

Ebon Praetor SC R ●● RAF B4 FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.

Ebony Charm INS C ●● GGr B MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.

El-Hajjâj SC R ●● DWi BB1 AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.

Enfeeblement EC C ●●● JBo BB MG
Enchanted creature gets -2/-2.

Erg Raiders SC C ●●● Multi B1 AN,R,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.

Evil Eye of Orms-By-Gore SC U ●● Multi B4 LG,5th
Your creatures may not attack, except for Evil Eye. May only be blocked by walls. 3/6.

Evil Presence EL U ●● Multi B A,B,U,R,4th,5th
Target land is now a basic swamp.

Fallen, The SC U ●● JMy BBB1 DK, CH
During controller's upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.

Fallen Angel SC U ●●● AMa BB3 LG,CH,5th
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.

Fallen Askari SC C ●●● ASm B1 VS
Flanking. Fallen Askari cannot block. 2/2.

Fatal Lore SOR R ● LSn BB2 AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.

Fear EC C ●●● Multi BB A,B,U,R,4th,IA,5th
Only black or artifact creatures may block target creature.

Feast of the Unicorn EC C ●●● DDe B3 HL
Target creature gets +4/+0. Two versions.

Feast or Famine INS U ●●● PVe B3 AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.

Feral Shadow SC C ●● CNi B2 MG
Flying. 2/1.

Fetid Horror SC C ●●● GLe B3 MG
B: +1/+1 until end of turn. 1/2.

Fevered Strength INS C ●● BSn B2 AI
Creature gets +2/+0. Draw a card at the start of next turn's upkeep.

Flow of Maggots SC R ●● RSp B2 IA
CU: 1. May not be blocked by non-wall creatures. 2/2.

Forbidden Crypt EN R ●●● DAG BB3 MG
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.

Forbidden Ritual SOR R ●● CRu BB2 VS
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.

Forsaken Wastes EW R ●●● KWa B2 MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.

Foul Familiar SC C ●●● AMa B2 IA
May not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.

Frankenstein's Monster SC R ●● AMa BBX DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.

Frozen Shade SC C ●●● Multi B2 A,B,U,R,4th,5th
B: +1/+1 until end of turn. 0/1.

Funeral Charm INS C ●●● GSp B VS
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.

Funeral March EC C ●● Multi BB1 HL,5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.

Gangrenous Zombies SC C ●● BSn BB1 IA
T: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.

Gate to Phyrexia EN U ●●● SEv BB AQ
Sacrifice a creature during your upkeep to destroy an artifact.

Gaze of Pain SOR C ●●● AMa B1 IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.

Ghost Hounds SC U ●● JMe B1 HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.

Ghosts of the Damned SC C ●● EBe BB1 LG
T: Make target creature -1/-0 until end of turn. 0/2.

Giant Slug SC C ●● AMa B1 LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.

Gloom EN U ●●●● Multi B2 A,B,U,R,4th,5th
White spells and white enchantment costs now require 3 extra mana.

Glyph of Doom INS C ● SVC B LG
Creatures blocked by target wall are destroyed after combat.

Grandmother Sengir SL R ●● PVe B4 HL
B1, T: Target creature -1/-1 until end of turn. 3/3.

Grave Robbers SC R ●● QHo BB1 DK
B, T: Remove an artifact in any graveyard from the game and gain 2 life. 1/1.

Gravebane Zombie SC C ●● GLe B3 MG
If Zombie is put into the graveyard from play, put it on top of owner's library. 3/2.

Gravebind INS R ● DTu B IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn's upkeep.

Grave Servitude EC C ●●● ASm B1 MG
You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.

Greater Werewolf SC C ●●● DDe B4 HL,5th
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.

Greed EN R ●●● PFo B3 LG, 4th
B: Draw an extra card and sacrifice 2 life.

Guardian Beast SC R ●●●● KMe B3 AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.

Harbinger of Night SC R ●●● TKy BB2 MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.

Hasran Ogress SC C ●● DFr BB AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.

Haunting Wind EN U ●● JMe B3 AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.

Headless Horseman SC C ● QHo B2 LG
Yup... this card does nothing. 2/2.

Headstone INS C ●● DCh B1 HL
Remove target card in any graveyard from game. Draw a card at the beginning of the next turn's upkeep.

Hecatomb EN R ●●● Multi BB1 IA,5th
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.

Hell Swarm INS C ● CRu B LG
Make all creatures -1/-0 until end of turn.

Hellfire SOR R ●●● PVe BBB2 LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.

Hell's Caretaker SC R ●●● SEv B3 LG, CH
T: Sacrifice creature to put a creature in your graveyard into play. 1/1.

Hoar Shade SC C ●●● RTh B3 IA
B: +1/+1 until end of turn. 1/2.

Horror of Horrors EN U ●●● MTe BB3 LG
Sacrifice a swamp to regenerate a black creature.

Howl from Beyond INS C ●●● Multh BX A,B,U,R,4th,IA,5th
Target creature gains +X/+0 until end of turn.

Hyalopterous Lemure SC U ●●● RTh B4 IA
0: Gains flying and -1/-0 until end of turn. 4/3.

Hymn to Tourach SOR C ●●●● Multi BB FE
Target player randomly discards two cards from hand.

Hypnotic Specter SC U ●●●●● DSh BB1 A,B,U,R,4th
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.

Icequake SOR U ●●● RKF BB1 IA
Destroy a land. If it's snow-covered, its controller takes 1 damage.

Ihsan's Shade SC U ●●●● CRu BBB3 HL
Protection from white. 5/5.

Imprison EC R ●●● CRu B LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.

Infernal Contract SOR R ●●●● RRa BBB MG
Pay half your life, rounded up: Draw four cards.

Infernal Darkness EN R ●●● PFo BB2 IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.

Infernal Denizen SC R ● DTu B7 IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.

Infernal Harvest SOR C ●●● NHe B1 VS
Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.

Infernal Medusa SC U ●●● AMa BB3 LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.

Initiates of the Ebon Hand SC C ●●● Multi B FE,5th
1: Add B to your mana pool. Bury Initiates if more than three is spent this way in one turn. Artists: LDa, KFa, HHu. 1/1.

Inquisition SOR C ● AMa B2 DK
Examine target player's hand. Do one damage for each white card.





Broken Visage and Righteousness: Craw Giant, Scaled Wurm, Force of Nature... they're all so big, and people have this nasty habit of attacking you with them, so try this: use Broken Visage on, say, your opponent's attacking Bog Imp, giving you a 1/1 token. Then slap it with Righteousness, block your opponent's big basher, killing it, and watch your opponent's jaw hit the table.

Insidious Bookworms SC C ●● GSi B AI
B1: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.

Irini Sengir SL U ● PVe BB2 HL
All white and green enchantments cost an extra 2 to cast. 2/2.

Jovial Evil SOR R ●● CRu B2 LG
Do 2 damage to opponent for each white creature opponent controls.

Junún Efreet SC U ●●● CRu BB1 AN,4th
Flying. Pay BB during upkeep or Junún Efreet is destroyed. 3/3.

Juzam Djinn SC R ●●●●● MTe BB2 AN
Take 1 damage during upkeep. 5/5.

Kaervek's Hex SOR U ●● TMi B3 MG
Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.

Kaervek's Spite INS R ●● BTa BBB VS
Sacrifice all permanents. Discard your hand: Target player loses 5 life.

Keeper of Tresserhorn SC R ●●● Multi B5 AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6. Artists: ZM & DAG.

Khabal Ghoul SC R ●●● DSh B2 AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.

Kjeldoran Dead SC C ●●● MBe B IA,5th
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.

Knights of Stromgald SC U ●●●● MPo BB IA,5th
Protection from white. BB: +1/+0. B: First strike. 2/1.

Koskun Falls EW R ●● RAI BB2 HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.

Krovikan Elementalist SC U ●● DSh BB IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.

Krovikan Fetish EC C ●●● HHu B2 IA,5th
Target creature gets +1/+1. Draw a card at the start of the next turn.

Krovikan Horror SC R ● CRu B3 AI
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.

Krovikan Plague EC U ● LDa B2 AI
Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.

Krovikan Vampire SC U ●● QHo BB3 IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.

Legions of Lim-Dûl SC C ●● AMa BB1 IA
Snow-covered swampwalk. 2/3.

Leshrac's Rite EC U ●● Multi B IA,5th
Give target creature swampwalk.

Leshrac's Sigil EN U ●● DTu BB IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

Lesser Werewolf SC U ●●● QHo B3 LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.

Lich EN R ●● DGe BBBB A,B,U
Lose all life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.
Lim-Dûl's Cohort SC C ●● DSh BB1 IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.
Lim-Dûl's Hex EN U ●● LDa B1 IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.
Lim-Dûl's High Guard SC C ●●● AMa BB1 AI
First strike. 1B: Regenerate. Two versions. 2/1.
Lord of the Pit SC R ●●● MTe BBB4 A,B,U,R,4th,5th
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.
Lost Soul SC C ●● RAF BB1 LG,4th,5th
Swampwalk. 2/1.
Marsh Gas INS C ● DSh B DK,4th
Make all creatures -2/-0 until end of turn.
Mind Ravel SOR C ●● MTe B2 IA,5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.
Mind Twist SOR R ●●●● JBa BX A,B,U,R,4th
Opponent must randomly discard X cards from hand.
Mind Warp SOR U ●●● LDa B3X IA,5th
Look at a player's hand and make him discard X cards of your choice.
Mind Whip EC R ●● DTu BB2 IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.
Mindstab Thrull SC C ●● Multi BB1 FE,5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.
Minion of Leshrac SC R ●●● LWi BBB4 IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. T: Destroy a creature or land. 5/5.
Minion of Tevesh Szat SC R ●●● JBa BBB4 IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.
Mire Shade SC U ●● RGa B1 MG
B, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.
Misinformation INS U ●●● RKF B AI
Put three target cards from an opponent's graveyard on top of his library in any order.
Mold Demon SC R ● JMy BB5 LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6.
Mole Worms SC U ●● Multi B2 IA,5th
T: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.
Moor Fiend SC C ●●● AMa B3 IA
Swampwalk. 3/3.
Murk Dwellers SC C ●● DTu B3 DK,4th,5th
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.
Nameless Race SC R ●● QMo B3 DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.
Necrite SC C ●● Multi BB1 FE,5th
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.
Necromancy EN U ●●● PVe B2 VS
You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your grave-yard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.
Necropotence EN R ●●●● MTe BBB IA,5th
Skip your draw phase. O: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.
Necrosavant SC R ●●● JCo BBB3 VS
3BB, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.
Nekrataal SC U ●●●● ASm BB2 VS
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.
Nether Shadow SC R ●● Multi BB A,B,U,R,4th,5th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.
Nether Void EW R ●●●●● HMc B3 LG
All spells are countered unless their controller spends an additional 3.
Netting Imp SC U ●●● QMo B2 A,B,U,R
T: Target non-wall creature must attack or die at end of turn. 1/1.
Nightmare SC R ●●● MBe B5 A,B,U,R,4th,5th
Flying. Power and toughness equal number of swamps controller has in play. */*.
Nocturnal Raid INS U ●● JMa BB2 MG
All black creatures get +2/+0 until end of turn.
Norritt SC C ●●● MRa B3 IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.
Oath of Lim-Dûl EN R ●●● DSh B3 IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.
Order of the Ebon Hand SC C ●●●● Multi BB FE
Protection from white. BB: +1/+0. B: First strike. 2/1.
Oubliette EN C ●●● DSh BB1 AN
Place target creature out of play.
Painful Memories SOR U ●●● JCo B1 MG
Look at target opponent's hand. Choose one of those cards and put it on top of his or her library.
Paralyze EC C ●●● Multi B A,B,U,R,4th,5th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep.

Pestilence EN C ●●● Multi B2 A,B,U,R,4th,5th
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.
Pestilence Rats SC C ●● JMe B2 IA
* equals the number of other Rats in play. */3.
Phantasmal Fiend SC C ●●● SKi B3 AI
B, +1/-1 until end of turn. 1U: Switch Fiend's power and toughness until end of turn. Two versions. 1/5.
Phyrexian Boon EC C ●●● MTe B2 AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.
Phyrexian Gremlins SC C ●●● AWe B2 AQ
T: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.
Phyrexian Tribute SOR R ● JMa B2 MG
Sacrifice two creatures: Destroy target artifact.
Pillar Tombs of Aku EW R ●●● TNi BB2 VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.
Pit Scorpion SC C ●● Multi B2 LG,4th,5th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.





Evil Eye of Orms-by-Gore and Errantry: Go ahead, give your opponent the evil eye... and while you're at it, attack him, too. Since Evil Eyes seem to be a little errant to begin with, the addition of Errantry isn't going to hurt anyone except your opponent. While you're playing red, keep a few Chaos Charms handy to blast walls and let your unobstructed 6/6 Eye give your opponent what-for.

Plague Rats SC C ● AMa B2 A,B,U,R,4th,5th
Power and toughness equal number of Plague Rats in play. */*.
Pox SOR R ●●● Multi BBB IA,5th
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.
Priest of Yawgmoth SC C ● MTe B1 AQ
T: Sacrifice an artifact and add B equal its cost to your mana pool. 1/2.
Porraj of Urborg SL R ●●● JMa BB3 MG
First strike when attacking. B: Put a +1/+1 counter on Porraj. Use only when a black spell is cast and only once for each spell. 2/3.
Python SC C ●● SWh BB1 VS
3/2.
Quagmire EN U ● DFr B2 LG
Creatures with swampwalk may be blocked as normal.
Rag Man SC R ●● DGe BB2 DK,4th,5th
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.
Raise Dead SOR C ●●● Multi B A,B,U,R,4th,5th
Bring a creature from your graveyard into your hand.
Ravenous Vampire SC U ●●● JBo BB3 MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.
Reign of Terror SOR U ●● GLe BB3 MG
Bury all white or green creatures. Lose 2 life for each creature.
Restless Dead SC C ●●● LWi B1 MG
B: Regenerate. 1/1.
Ritual of the Machine SOR R ●●●● AMa BB2 AI
Sacrifice a creature to gain control of a non-black, non-artifact creature.
Royal Assassin SC R ●●●● TWa BB1 A,B,U,R,4th
T: Destroy any tapped creature. 1/1.
Sacrifice MS U ● DFr B A,B,U,R
Sacrifice a creature to get B equal to that creature's casting cost.
Scathe Zombies SC C ● Multi B2 A,B,U,R,4th,5th
2/2
Scavenging Ghoul SC U ●● JMe B3 A,B,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.
Season of the Witch EN R ● JMy BBB DK
At end of each player's turn, bury all untapped creatures that could've attacked but didn't. Pay 2 life during upkeep or Season is destroyed.
Seizures EC C ●● JBa B1 IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.
Sengir Autocrat SC R ●●● DCh B3 HL,5th
When Autocrat comes into play, put 3 smurf tokens into play. Treat as 0/1 black creatures. If Autocrat leaves play, bury your smurfs. 2/2.
Sengir Bats SC C ●● DFr BB1 HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.
Sengir Vampire SC U ●●●● AMa BB3 A,B,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 1/2.
Sewers of Estark INS R ●● MBe BB2 PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

Sewer Rats SC C ●●● AMa B MG
B, Pay 1 life: +1/+0 until end of turn. You cannot spend more than BBB in this way each turn. 1/1.
Shadow Guildmage SC C ●●● MBe B MG
U,T: Put target creature you control on top of owner's library. Shadow mage deals 1 damage to any target and 1 damage to you.
Shallow Grave INS R ●●●● JCo B1 MG
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.
Shauku, Endbringer SL R ●● PVe BBB5 MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. T: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.
Shimian Night Stalker SC U ●●● JMy BBB3 LG,5th
B: Redirect damage done to you by a creature to Stalker instead. 4/4.
Simulacrum INS U ●●● MPo B1 A,B,U,R,4th
Redirect all damage done to you this turn to one of your creatures.
Sinkhole SOR C ●●● SEv BB A,B,U
Destroy a land.
Skulking Ghost SC C ●●● RBr B1 MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.

Soldevi Adnate SC C ●● CRu B1 AI
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. 1/2.
Songs of the Damned MS C ●● PVe B IA
Add B to your mana pool for every creature in your graveyard.
Sorceress Queen SC R ●●●● KFo BB1 AN,R,4th,5th
T: Target creature becomes 0/2 until end of turn. 1/1.
Soul Burn SOR C ●●● RAl B2 IA
Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way.
Soul Exchange SOR U ●●● AWe BB FE
Remove a creature from the game to put a creature from your grave-yard in play. Add a +2/+2 counter if you sacrificed a Thrull.
Soul Kiss EC C ●●● NLe B2 IA
B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.
Soul Rend INS U ●●● JMi B1 MG
Bury target white creature. Draw a card at start of the next turn.
Soulshriek INS C ●● JBo B MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.
Spirit of the Night SL R ●●● CNi BBB6 MG
Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.
Spirit Shackle EC U ●● EBe BB LG,4th
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.
Spoils of Evil INT R ●●● QMo B2 IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
Spoils of War SOR R ●●● PVe BBX IA
Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.
Stench of Decay INS C ●● HMo BB1 AI
All non-artifact creatures get -1/-1 until end of turn. Two versions.
Stench of Evil SOR U ●●● MTe BBX IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay 2 for each point he wishes to prevent.
Stone-Throwing Devils SC C ●●● KMe B AN
First strike. 1/1.
Stromgald Cabal SC R ●●●● AMa BB1 HL,5th
T: Pay 1 life to counter a white spell. 2/2.
Stromgald Spy SC U ●●● ZPi B3 IA
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/1.
Stupor SOR U ●●●● MBe B2 MG
Opponent discards a card at random, then chooses and discards a card.
Suq'Ata Assassin SC U ●● GGa BB1 HL
Suq-Ata Assassin cannot be blocked except by artifact or black creatures. If Suq-Ata Assassin attacks and is not blocked, defending player gets a poison counter. 1/1
Swamp Mosquito SC C ●● MLe B1 A
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1
Syphon Soul SOR C ●● MBe BB FE
Do 2 damage to all owners except caster. Caster takes the points spent to damage done by the Syphon Soul.

ART Artifact
AC Artifact Creature
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SOR Sorcery

Tainted Specter SC R ●●● Ch B3 MG
Flying. BB1, T: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.

Takklemaggot EC U ●● DGe BB2 LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an EN and does 1 damage during upkeep to its last controller.

Tar Pit Warrior SC C ●●● GPr B2 VS
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.

Terror INS C ●●●● RSP B1 A,B,U,R,4th,5th
Bury target creature. Cannot target black or artifact creatures.

Thrull Champion SC R ●● DGe B4 FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.

Thrull Retainer EC U ●● RSp B FE,5th
Give target +1/+1. Sacrifice Retainer to regenerate the creature.

Thrull Wizard SC U ● AMa B2 FE
B1: Counter black spell unless caster pays an additional B or 3. 1/1.

Timmerian Fiends SC R ● MKi BB1 HL
BBB: Sacrifice Fiends to bury target opponent's artifact in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.

Tombstone Stairwell EW R ●●● Dam BB2 MG
Cumulative Upkeep: B1. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.

Torture EC C ●● MTe B HL,5th
B1: Place -1/-1 token on creature Torture enchants. Two versions.

Touch of Darkness INS U ● PVe B LG
Change the color of one or more creatures to black until end of turn.

Touch of Death SOR C ●● MBe B2 IA,5th
Do 1 damage to any player and gain 1 life. Cantrip.

Tourach's Chant EN U ●● RKF BB1 FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.

Tourach's Gate EL R ● SEv BB1 FE
Sacrifice a Thrull to put three time counters on land. Remove a counter during upkeep, burying Gate when there it has no time counters. 0: Tap land to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS C ●●● SVC B1 LG, CH
Target creature's power and toughness are switched until end of turn.

Uncle Istvan SC U ●● DGe BBB1 DK,4th
Creatures cannot damage Uncle Istvan. 1/3.

• **Underworld Dreams** EN U ●●●●● JBa BBB LG
Do 1 damage to opponent for each card drawn.

Unholy Strength EC C ●●● Multi B A,B,U,R,4th,5th
Target creature gains +2/+1.



Karplusan Forest: When the transition from Revised to Fourth Edition left players without multi-lands, decks of more than one or two colors had an Ouphe's chance in a Breeding Pit of getting out the right color mana quickly enough. The inclusion of *Ice Age*'s "pain lands" in Fifth Edition improves this situation, even if they whack you in the head each time you use them.

Urborg Mindsucker SC C ●● TDi B2 VS
B, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.

Urborg Panther SC C ●●● CNi B2 MG
B, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Panther: Search your library for Spirit of the Night and put it into play as though it were just played.

Vampire Bats SC C ●● AMa B LG,4th,5th
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1

Vampiric Tutor INS R ●●●● GLe B VS
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

Vampirism EC U ●● GLe B1 VS
Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.

Veldrane of Sengir SL R ●●● SVC BB5 HL
BB1: Forestwalk and -3/-0. 5/5.

Wake of Vultures SC C ●● JMi B3 VS
Flying. B1, Sacrifice a creature: Regenerate. 3/1.

Walking Dead SC C ●●● DFr B1 LG
B: Regenerates. 1/1.

Wall of Bone SC U ●● AMa B2 A,B,U,R,4th,5th
B: Regenerates. 1/4.

Wall of Corpses SC C ●● GLe B1 MG
B, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.

Wall of Putrid Flesh SC U ●● RTh B2 LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.

Wall of Shadows SC C ●● PVe BB1 LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.

Wall of Tombstones SC U ● DFr B1 LG
=the number of creatures in your graveyard. 0/1+.

Warp Artifact EA R ●● AWe BB A,B,U,R,4th,5th
Do 1 damage to target artifact's controller during upkeep.

Weakness EC C ●● Multi B0 A,B,U,R,4th,5th
Target creature loses -2/-1.

Wicked Reward INS C ●● DAG B1 VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn.

Will-O'-The-Wisp SC R ●●●● JMy B A,B,U,R,4th
Flying. B: Regenerates. 0/1.

Withering Boon INT U ●●● RBl B1 MG
Pay 3 life: Counter target summon spell.

Withering Wisps EN U ●●● Nth BB1 IA
B: Do 1 damage to all creatures and players. You cannot spend more B than the number of SC swamps you control. Destroy if there are no creatures in play at end of turn.

Word of Binding SOR C ●●● RSp BBX DK,4th
Tap X creatures.

Word of Command INS R ●● JMy BB A,B,U
Examine opponent's hand. Play any card from opponent's hand using his available mana.

Worms of the Earth EN R ● AMa BBB2 DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.

Wretched, The SC R ●● CRu BB3 LG,CH,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.

Xenic Poltergeist SC R ●●● Multi BB1 AQ,4th,5th
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Yawgmoth Demon SC R ● SEv BB4 AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.

Zombie Master SC R ●● Multi BB1 A,B,U,R,4th,5th
All zombies in play gain swampwalk and may regenerate for B. 2/3.

Zombie Mob SC U ●●● TNi BB2 MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.

BLUE

Acid Rain SOR R ●●● NTh U3 LG
Destroy all forests in play.

Æther Storm EN U ●●● MTe U3 HL,5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.

Air Elemental SC U ●●● Multi UU3 A,B,U,R,4th,5th
Flying. 4/4.

Amnesia SOR U ●●●● MPo UUU3 DK
Examine target player's hand. Target discards all non-land cards.

Ancestral Memories SOR R ●●● WDo UUU2 MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

• **Ancestral Recall** INS R ●●●●● MPo U A,B,U
Target player must draw 3 cards.

Animate Artifact EA U ●● DSh U3 A,B,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C ●●● Multi U2 LG,5th
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.

Apprentice Wizard SC C ●● DFr UU1 DK,4th
U, T: Add 3 to your mana pool. 0/1.

Arcane Denial INT C ●●●● RKF U1 AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep and you draw one.

Arnjlot's Ascent EN C ●● DTu UU1 IA
CU: U. 1: Target creature gains flying until end of turn.

Awesome Presence EC C ●● LSn U AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.

Azimaet Drake SC C ●● GGr U2 MG
Flying. U: +1/+0 until end of turn. You cannot spend more than U in this way each turn. 1/3.

Azure Drake SC U ●●● Multi U3 LG,CH,5th
Flying. 2/4.

Backfire EC U ●● BSn U LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.

Baki's Curse SOR R ● NLe UU2 HL
Do 2 damage to each creature for each enchantment on that creature.

Balduvian Conjurer SC U ●● MTe U1 IA
T: Turn a SC land into a 2/2 creature until end of turn. 0/2.

Balduvian Shaman SC C ●● QHo U IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.

Bay Falcon SC C ●●● UFr U1 MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.

Bazaar of Wonders EW R ●●●● LDa UU3 MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Benthic Explorers SC C ●●● GSt U3 AI
T: Untap target tapped land on opponent controls to add one mana of any type that land produces to your mana pool. 2/4.

Betrayal EC C ●● GLe U VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.

Binding Grasp EC U ●●● Multi U3 IA,5th
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

Blue Elemental Blast INT C ●●● RTh U A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.

Boomerang INS C ●●● Multi UU LG,CH,MG,5th
Return target permanent to owner's hand. Artists: BSn, RKF (Mirage).

• **Braingeyser** SOR R ●●●● MTe UUX A,B,U,R
Target player must draw X cards.

Brainstorm INS C ●●● CRu U IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.

Breath of Dreams EN U ●● PFo UU2 IA
CU: U. Green creatures require an additional CU: 1.

Breezekeeper SC C ●●● ARe U3 VS
Flying, phasing. 4/4.

Brine Hag SC U ● QHo UU2 LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.

Browse EN U ●●● PFo UU2 AI
2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Cerulean Wyvern SC U ●●● GGr U4 MG
Flying, protection from green. 3/3.

Chain Stasis INS R ●● PMo U HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.

Chronatog SC R ●●● CRu U1 VS
Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.

Clairvoyance INS C ●● KMe U IA
Look at target player's hand. Draw a card at beginning of next turn.

Cloak of Invisibility EC C ●●● JCo U MG
Enchanted creature gains phasing and can only be blocked by Walls.

Clone SC U ●●● JBa U3 A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. */*.

Cloud Elemental SC C ●● ARe U2 VS
Flying. Cloud Elemental can only block creatures with flying. 2/3.

Control Magic EC U ●●●● DWi UU2 A,B,U,R,4th
Control target creature until enchantment is discarded or game ends.

• **Copy Artifact** EN R ●●●●● AWe U1 A,B,U,R
Duplicate any artifact in play. Treat as both enchantment and artifact.

Coral Fighters SC U ●● SLu U1 MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.

Coral Reef EN C ●● AWe UU HL
Put 4 counters on Reef. 0: Sacrifice an Island for 2 polyps. U: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.

Counterspell INT U ●●●●● Multi UU A,B,U,R,4TH,IA,5th
Counter target spell as it is being cast. Artists: MPo, LWi

Creature Bond EC C ●● AMa U1 A,B,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Dance of Many EN R ●●● SEv UU DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.

Dandan SC C ●● DTu UU AN,CH,5th
Islandhome. 4/1.

Daring Apprentice SC R ●●● KFo UU1 MG
T, Sacrifice Daring Apprentice: Counter target spell. 1/1.

Dark Maze SC C ●● Multi U4 HL,5th
0: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control

Deep Spawn SC U ●● MTe UUU5 FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. U: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.

Deep Water EN C ● JMe UU DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.

Deflection INT R ●●●● MRa U3 IA,5th
Target spell with one target now targets a legal target of your choice.

Desertion INT R ●●●● RKF UU3 VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

Devouring Deep SC C ●● LDa U2 LG
Islandwalk. 1/2.

Diminishing Returns SOR U ●●●● LWi UU2 AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from game. Each player draws up to 7 cards.

Dissipate INT U ●●●● RKF UU1 MG
Counter target spell. Remove that card from the game.

Drafna's Restoration SOR C ●● AWe U AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.

Drain Power SOR R ●●● Multi UU A,B,U,R,4th,5th
Tap opponent's landsfor mana and draw all mana in his pool into yours.

Dream Cache SOR C ●●● DAG U2 MG
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

Dream Coat EC U ●● AWa U LG
During your upkeep you may change target creature's color.

Dream Fighter SC C ●●● DTu U2 MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.

Dream Tides EN U ●● JTi UU2 VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional 2 during his or her upkeep to untap that creature.

Dreams of the Dead EN U ●● HTu U3 IA
U1: Put a white or black creature from your graveyard into play. That creature now has CU: 2. If creature leaves play, remove it from game.

Drowned SC C ●● QHo U1 DK
B: Regenerates. 1/1.

Elder Spawn SC R ● JMy UUU4 LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

Electric Eel SC U ●● AMa U BK
RR: +2/+0 and Eel does 1 damage to you. 1/1.

Enchantment Alteration INS U ●●● BSn U LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.

Energy Flux EN U ●●● KFo U2 AQ,R,4th,5th
Each artifact requires 2 during upkeep or it must be destroyed.

Energy Tap SOR C ●● DGe U LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.

Energy Vortex EN R ●● TWa UU3 MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. X: Put X counters on Vortex. Use this ability only during your upkeep.

Enervate INS C ●●● LMi U1 IA,5th
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn's upkeep.

Erosion EL C ●● PVe UUU DK,4th
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.

Errant Minion EC C ●● HMc U2 IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.

Essence Flare EC C ●●● RKF U IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

Ether Well INS U ●●● CGi U3 MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.

False Demise EC U ●●● RGa U2 AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.

Feedback EE U ●● QHo U2 A,B,U,R,4th,5th
Do 1 damage to controller of target enchantment during upkeep.

Field of Dreams EW R ●●● KFo U LG
The top card in every library plays face up.

Fishliver Oil EC C ●● AMa U1 AN, CH
Give target creature islandwalk.

Flash INS R ●●● BMo U1 MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 2. If you cannot, leave the creature.

Flash Counter INT C ●●● HMc U1 LG
Counter target interrupt or instant spell.

Flash Flood INS C ● TWa U LG, CH
Destroy red permanent or return mountain to owner's hand.

Flight EC C ●●● Multi U A,B,U,R,4th,5th
Target creature now has flying.

Flood EN C ●●● ODe U DK,4th,5th
UU: Tap target non-flying creature.

Flooded Shoreline EN R ●● RKu UU VS
UU, Return two islands you control to owner's hand: Return target creature to owner's hand.

Floodgate SC U ●●● JMi U3 MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.

Flying Men SC C ●●● CRu U AN
Flying. 1/1.

Force of Will INT U ●●●●● TNi UU3 AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.

Force Spike INT C ●● Multi U LG,5th
Counter target spell unless its caster spends 1 extra generic mana.

Force Void INT U ● MTe U2 IA
Counter target spell unless its caster spends 1. Cantrip.

Foreshadow INS U ●● GPr U1 VS
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.

Foresight SOR C ● TNi U1 AI
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.

Forget SOR R ●● MKi UU HL,5th
Target player discards two cards and then draws two cards.

Gaseous Form EC C ●● Multi U2 LG,4th,5th
Target creature deals nor receives damage in combat.

Ghost Ship SC U ●●● TWa UU2 DK,4th
Flying. UUU: Regenerates. 2/4.

Giant Albatross SC C ●● DCh U1 HL
Flying. U1: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies.

Giant Oyster SC U ●●● NLe UU2 HL
You may leave Oyster tapped. T: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded.

Giant Shark SC C ● TWa U5 DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.

Giant Tortoise SC C ●● KFo U1 AN,4th
+0/+3 while untapped. 1/1.

Glacial Wall SC U ●● Multi U2 IA,5th
0/7.

Glyph of Delusion INS C ● SVC U LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.

Hakim, Loreweaver SL R ●●● ARa UU3 MG
Flying. UU: Put target creature enchantment from your graveyard on Hakim. Treat that enchantment as though it were just played. Use this ability only during your upkeep and only if there are no enchantments on Hakim. UU,T: Destroy all enchantments on Hakim. 2/4.

Harmattan Efreet SC U ●●● DTu UU2 MG
Flying. UU1: Target creature gains flying until end of turn. 2/2.

High Tide INS C ● Multi U FE
All islands produce another U until end of turn. Artists: AMa, DTu, AWe.

Homarid SC C ● Multi U2 FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.

Homarid Shaman SC R ●●● AWe UU2 FE
U: Tap target green creature. 2/1.

Homarid Spawning Bed EN U ●●● DSh UU FE
UU1: Sacrifice a blue creature to put X Comarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.

Homarid Warrior SC C ●● Multi U4 FE,5th
U: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.

Hurkyl's Recall INS R ●●● NTh U1 AQ,R,4th,5th
Return all artifacts in play controlled by target player to owner's hand.

Hydroblast INT C ●●● KFo U IA,5th
Counter a spell being cast or destroy a red permanent if it's red.

Iceberg EN U ●● JMe UUX IA
Put X counters on Iceberg when it comes into play. 3: Put a counter on Iceberg. 0: Remove a counter to add 1 to your mana pool.

Icy Prison EN R ●● AMa UU IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.

Illusionary Forces SC C ●● JHa U3 IA
Flying. CU: U. 4/4.

Illusionary Presence SC R ●● KFo UU1 IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.

Illusionary Terrain EN U ●●● RAI UU IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

Illusionary Wall SC C ●● MPo U4 IA
Flying, first strike. CU: U. 7/4.

Illusions of Grandeur EN R ●● QHo U3 IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

Impulse INS C ●● BTa U1 VS
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

In the Eye of Chaos EW R ● CRu U2 LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.

Infuse INS C ● RGa U2 IA
Untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.

Inspiration INS C ●● ZSa U3 VS
Target player draws two cards.

Invisibility EC C ●●● AMa UU A,B,U
Target creature may only be blocked by walls.

Invoke Prejudice EN R ●●● HMc UUUU LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.

Island Fish Jasconius SC R ●● JMy UUU4 AN,R,4th
Islandhome. Pay UUU during upkeep to untap. 6/8.

Jinx INS C ●● MKi U1 HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.

Jolt INS C ●●● JMa U2 MG
Tap or untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.

Jump INS C ●● MPo U A,B,U,R,4th
Target creature has flying until end of turn.

Juxtapose SOR R ●●● JHa U3 LG,CH,5th
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts.





Gauntlets of Chaos and Unstable Mutation: The Gauntlets of Chaos let you trade a crappy creature for your opponent's prize minion, but why stop there? Since the Gauntlets destroy enchantments on the targeted critters, first slap yours with an Unstable Mutation, and wait a couple turns for it to get -1/-1 counters. When the Gauntlets quash the Mutation, the counters will weaken or kill your opponent's newly acquired toy.

Knight of the Mists SC C ●●● HMc U2 VS
Flanking. When Knight of the Mists comes into play, pay U or lose target Knight. 2/2.

Krovikan Sorcerer SC C ●●● PMo U2 IA,5th
T: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.

Kukemssa Pirates SC R ●●● Jo U3 MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.

Kukemssa Serpent SC C ●●● MG U3 MG
Islandhome. U, Sacrifice an Island: Target land an opponent controls is an island until end of turn. 4/3.

Labyrinth Minotaur SC C ●● AMa U3 HL,5th
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.

Land Equilibrium EN R ●●●● JMy UU2 LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.

Lat-Nam's Legacy INS C ●● TWa U1 AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.

Leviathan SC R ●● MTe UUUU5 DK,4th,5th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.

Library of Lat-Nam SOR R ●●●● ARa U4 AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.

Lifetap EN U ●●● Multi UU A,B,U,R,4th,5th
Gain 1 life whenever opponent taps a forest.

Lord of Atlantis SC R ●● MBe UU A,B,U,R,4th,5th
All Merfolk in play gain islandwalk and +1/+1. 2/2.

Magical Hack INT R ●● JBa U A,B,U,R,4th,5th
Change the text of a card being played or in play by switching one basic land type with another.

Mogus of the Unseen SC R ●●●● KFo U1 IA,5th
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. It is unaffected by summoning sickness. 1/1.

Mahamoti Djinn SC R ●●●● DFr UU4 A,B,U,R,4th
Flying. 5/6.

Man-o'-War SC C ●● JMu U2 VS
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.

Mana Drain INT U ●●●●● MTe UU LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.

Mana Short INS R ●●● DWi U2 A,B,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

Mana Vortex EN R ●● DSh UU1 DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.

Marjhan SC R ●● DGe UU5 HL
Islandhome. Does not untap as normal. UU: Sacrifice a creature to untap Marjhan. Use only during your upkeep. UU: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.

Meddle INT U ●●●● BSn U1 MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.

Memory Lapse INT C ●● MTe U1 HL,MG,5th
Counter target spell. Put that spell on top of its owner's library.

Merchant Scroll SOR C ●●● LDuh U1 HL
Search library for blue instant or interrupt and add it to your hand.

Merchant Ship SC R ●● TWa U AN
Islandhome. Gain 2 life if Ship attacks and is not blocked. 0/2.

Merfolk Assassin SC U ●●● BMo U3 DK
T: Destroy target creature that has islandwalk. 2/1

Key
Artifact (AR) · Artifact Creature (AC) · Custom Rarity (CR) · Cumulative Upkeep (CU) · Enchant Artifact (EA) · Enchant Creature (EC) · Instant-Interrupt (EE) · Enchant Land (EL) · Enchantment (EN) · Enchant World (EW) · Land (LAN) · Legendary Land (LL) · Mana Source (MS) · Summon Creature (SC) · Summon Legend (SL) · Sorcery (Sorc)

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Merfolk of the Pearl Trident	SC	C	•	Multi	U	A,B,U,R,4th,5th
1/1.						
Merfolk Raiders	SC	C	•••	SLu	UT	MG
Phasing; islandwalk. 2/3.						
Merfolk Seer	SC	C	••	SLu	U2	MG
U1: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.						
Merseine	EC	C	••	Multi	UU2	FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.						
Phantasmal Terrain	EL	C	•••	Multi	UU	A,B,U,R,4th,5th
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	•••	Multi	U3	A,B,U,R,4th,5th
Flying. 3/3.						
Pirate Ship	SC	R	•••	TWa	U4	A,B,U,R,4th,5th
Islandhome. T: Do 1 damage to any target. 4/3.						
Polar Kraken	SC	R	•••	MTe	UUU8	IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.						
Political Trickery	SOR	R	••••	SKi	U2	MG
Exchange control of one of your lands for one of opponent's lands.						
Polymorph	SOR	R	•••	RBi	U3	MG
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.						
Portent	SOR	C	•••	LDa	U	IA,5th
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Contrip						
Power Artifact	EA	U	••	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1.						
Power Leak	EE	C	•	DTu	U1	A,B,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.						



Crown of the Ages and Anti-Magic Aura: The best part about a blue deck is getting to say, "I don't think so!" every couple seconds. Well, if you run out of counterspells, your opponent will get very smug very quickly, so protect your minions without spending precious counters: move Anti-Magic Aura onto the target of your opponent's destructive spells with the Crown, making the spells fizzle, and let the taunting begin!

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Mesmeric Trance	EN	R	••	DFr	UU1	IA
CU: 1. U: Discard a card from your hand to draw a card.						
Mind Bend	INS	U	••••	MDr	U	MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.						
Mind Bomb	SOR	U	••	MTe	U	DK,4th,5th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
Mind Harness	EC	U	•••	JMi	U	MG
CU 1. Gain control of target red or green creature.						
Mistfolk	SC	C	••	QHa	UU	IA
U: Counter any spell that targets Mistfolk. 1/2.						
Mist Dragon	SC	R	•••	ADa	UU4	MG
0: Flying. 0: Loses Flying. UU3: Phases out. 4/4.						
Musician	SC	R	••	DTu	U2	IA
CU: 1. T: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.						
Mystical Tutor	INS	U	••••	DOC	U	MG
Search your library for an instant, interrupt, ms, or sorcery and reveal that card to all players. Put the card back on top of your library.						
Mystic Decree	EW	R	•••	LDa	UU2	HL
All creatures lose flying and islandwalk.						
Mystic Might	EL	R	•	NLe	U	IA
CU: U1. 0: Tap land to give a creature +2/+2 until end of turn.						
Mystic Remora	EN	C	•••	KMe	U	IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.						
Mystic Veil	EC	C	•••	DAG	U1	VS
You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.						
Narwhal	SC	R	••	DCh	UU2	HL
First strike, Protection from red. 2/2.						
Old Man of the Sea	SC	R	••••	SVC	UU1	AN
T: Gain control of creature with power less than or equal to the Old Man's. You may choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Ovinomancer	SC	U	••	KWa	U2	VS
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. T, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.						
Part Water	SOR	U	••	NTh	UXX	LG
Give X target creatures islandwalk until end of turn.						
Phantasmal Forces	SC	U	••	MPo	U3	A,B,U,R,4th,5th
Flying. Pay U during upkeep or card is destroyed. 4/1.						
Phantasmal Mount	SC	U	•••	MBe	U1	IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.						
Phantasmal Sphere	SC	C	••	MTe	U1	AI
Flying. At the beginning of the upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay one for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number counters on Sphere. 0/1.						
Power Sink	INT	C	••••	Multi	UX	A,B,U,R,4th,UA,MG,5th
Counter target spell unless its caster spends X more mana. Spell's caster must spend all mana from lands and mana pool until X is met.						
Prismatic Lace	INS	R	•••	DOC	U	MG
Target permanent becomes the color(s) of your choice.						
Prodigal Sorcerer	SC	C	•••	DSh	U2	A,B,U,R,4th,5th
T: Do 1 damage to any target. 1/1.						
Prosperity	SOR	U	•••	DFr	UX	VS
Each player draws X cards.						
Psionic Blast	INS	U	••••	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	••	JHa	U4	LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	••	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color on opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Transfer	SOR	R	••	Dom	U4	MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.						
Psychic Venom	EL	C	••	BSn	U1	A,B,U,R,4th,5th
Do 2 damage to target land's controller whenever the land is tapped.						
Puppet Master	EC	U	••	SEv	UUU	LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay UUU to return Master to its owner's hand if this happens.						
Rainbow Efreet	SC	R	•••	NHe	U3	VS
Flying. UU: Phase out. 3/1.						
Ray of Command	INS	C	•••	Multi	U3	IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness						
Ray of Erasure	INS	C	•	MRa	U	IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn's upkeep.						
Reality Ripple	INS	C	••	ARa	U1	MG
Target artifact, creature, or land phases out.						
Reality Twist	EN	R	••	JEr	UUU	IA
CU: UU1. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
• **Recall**	SOR	U	••••	Multi	UXX	LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	••	TWa	UU1	HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.						
Relic Bind	EA	R	••	CRu	U2	LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	Multi	U1	LG,CH,5th
Counter target summon spell.						
Reset	INT	U	••	NLe	UU	LG
Untap all your lands. May only be played during opponent's turn.						
Reveka, Wizard Savant	SL	R	••	SVC	UU2	HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Reverberation	INS	R	•••	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
Riptide	INS	C	•	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	•••	DSh	UU	FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.						
Sage of Lat-Nam	SC	C	••	PVe	U1	AQ
T, Sacrifice an artifact: Draw a card. 1/1.						
Sandbar Crocodile	SC	C	•••	UFr	U4	MG
Phasing. 6/5.						
Sapphire Charm	INS	C	•••	SLu	U	MG
Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.						
Sea King's Blessing	INS	U	•	RAF	U	LG
Change color of any number of target creatures to blue until end of turn.						
Sea Scryer	SC	C	••	MMc	U1	MG
T: Add 1 to your mana pool.. 1,T: Add U to your mana pool. 1/1.						
Sea Serpent	SC	C	•	Multi	U5	A,B,U,R,4th,5th
Islandhome. 5/5.						
Sea Spirit	SC	U	••	Multi	U4	IA,5th
U: +1/+0 until end of turn. 2/3.						
Sea Sprite	SC	U	•••	Multi	U1	HL,5th
Flying. Protection from red. 1/1.						
Sea Troll	SC	U	•	DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.						
Seasinger	SC	U	••	Multi	UU1	FE,5th
Islandhome. T: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.						
Segovian Leviathan	SC	U	•••	MBe	U4	LG,4th,5th
Islandwalk. 3/3.						
Serendib Djinn	SC	R	••	AMa	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serendib Efreet	SC	R	•••••	AMa	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
Shaper Guildmage	SC	C	•••	DAG	U	MG
W,T: Target creature gets first strike. B,T: Target creature gets +1/+0.						
Shimmer	EN	R	•••	DCh	UU2	MG
When you play Shimmer, pick a land type. Those lands gain phasing.						
Shimmering Efreet	SC	U	••	TGi	U2	VS
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.						
Shrieking Drake	SC	C	••	IMi	U	VS
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.						
Shyft	SC	R	••	RTh	U4	IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						
Sibilant Spirit	SC	R	••••	RSp	U5	IA,5th
Flying. When Spirit attacks, defending player may draw a card. 5/6.						
Silhouette	INS	U1	•	KFo	U	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Silver Erne	SC	U	••	MBe	U3	IA
Flying, trample. 2/2.						
Sindbad	SC	U	••	JBa	U1	AN,4th
T:Draw a card. If it's not a land, discard it. 1/1.						
Siren's Call	INS	U	••	AMa	U	A,B,U,R,4th
All of opponent's creatures that can attack must, or die at end of turn.						
Sleight of Mind	INT	U	••••	Multi	U	A,B,U,R,4th,IA,5th
Change the text of a card being played or in play by switching one color word with another.						
Snow Devil	EC	C	••	KMe	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
Snowfall	EN	C	•	PFo	U2	IA
CU: U. Islands may produce an addition U when tapped for mana. SC islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
Soar	EC	C	•••	TRo	U1	MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.						
Soldevi Heretic	SC	C	•	MKi	U2	AI
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.						
Soldevi Machinist	SC	U	••	JMe	U1	IA
T: Add 2 to mana pool. Use only for artifact activation costs. 1/1.						
Soldevi Sage	SC	C	••	CHe	U1	AI
T: Sacrifice 2 lands to draw 3 cards. Discard one of those cards. 1/1.						
Soul Barrier	EN	U	••	HMc	U2	IA,5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.						
Spectral Cloak	EC	U	•••	RAI	UU	LG
Creature cannot be targeted by spells or fast effects unless it is tapped.						
Spell Blast	INT	C	•••	Multi	UX	A,B,U,R,4th,5th
Counter target spell; X is the costing cost of target spell.						
Spiny Starfish	SC	U	••	ARa	U2	AI
U: Regenerate and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.						
Stasis	EN	R	•••	FJa	U1	A,B,U,R,4th,5th
Players don't get an untap phase. Pay U during upkeep or bury Stasis.						
Steal Artifact	EA	U	•••	Multi	UU2	A,B,U,R,4th,5th
Take control of target artifact.						
Storm Crow	SC	C	••	SEv	U1	AI
Flying. 1/2.						
Storm Elemental	SC	U	•••	JMa	U5	AI
Flying. U: Remove top card of your library from the game to tap target flying creature. U: Remove top card of your library from the game. If it is a SC land, Storm Elemental gets +1/+1 until end of turn. 3/4.						
Suffocation	INS	U	••	LWi	U1	AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.						

Sunken City EN C ●●● JMy UU DK,4th
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.

Suq'Ata Firewalker SC U ●●● DOC UU1 MG
Suq'Ata Firewalker cannot be the target of red spells or effects. T: Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.

Svyelunite Priest SC U ●● RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U ● RAI U DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Taniwha SL R ●●●● tMi UU3 MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C ●● RBl U1 MG
Play only on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C ●● KJo U2 MG
Flying, phasing. 3/2.

Teferi's Imp SC R ●●● UFr U2 MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.

Teferi's Realm EW R ●● ARa UU1 VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or glob. enchantments. All cards of type phase out.

Telekinesis INS R ●● DGe UU LG
Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap phases.

Teleport INS R ●●● DSh UUU LG, CH
Target creature may not be blocked this turn.

Thirst EC C ●●● RRa U2 MG
Top enchanted creature. During your upkeep, pay U or bury Thirst. Enchanted creature does not untap during its controller's untap phase.

Thought Lash EN R ● MTe UU2 AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. 0: Remove the top card of your library from game to prevent one damage to you.

Thoughtlace INT R ● MPo U A,B,U,R,4th
Change the color of a card being played or already in play to blue.

Three Wishes INS R ●●● GPr UU1 VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U ●● RTh UU1 IA
Flying. U: +1/+1 until end of turn. 0/2.

Tidal Control EN R ●● RGa UU1 AI
CU: 2. Anyone may pay 2 or two life to counter a red or green spell.

Tidal Flats EN C ● Multi U FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U ●● TWa U2 FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.

Tidal Wave INS U ●●● BSn U2 MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U ●● GPr UU VS
All creatures that are phased out phase in and all creatures with phasing phase out.

Time Elemental SC R ●●● AWe U2 LG,4th,5th
UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

• **Time Walk** SOR R ●●●●● AWe U1 A,B,U
Take an extra turn immediately after this one.

• **Timetwister** SOR R ●●●●● MTe U2 A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

Transmute Artifact SOR U ●● AMa UU AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. If the new artifact's casting cost exceeds the discarded one's, pay the difference or bury the new artifact.

Twiddle INS C ●●● RAI U A,B,U,4th,5th
Tap or untap any single land, creature, or artifact in play.

Undertow EN U ● RAF U2 LG
Creatures with islandwalk may be blocked.

Undo SOR C ●● TMi UU1 VS
Return two target creatures to owner's hand.

Unstable Mutation EC C ●●● Multi U AN,R,4th,5th
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain even if Unstable Mutation is destroyed.

Unsummon INS C ●●● DSh U A,B,U,R,4th,5th
Return target creature to its owner's hand.

Updraft INS U ●● Multi U1 IA,5th
Give target creature flying until end of turn. Draw a card at the beginning of the next turn's upkeep.

Vanishing EC C ●●● JMa U VS
UU: Enchanted creature phases out.

Vaporous Djinn SC U ●●● ARe UU2 MG
Flying. During your upkeep, pay UU or Vaporous Djinn phases out. 3/4.

Venarian Gold EC C ●● DGe UUX LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R ●●●● QHo UU3 A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.

Viscerid Armor EC C ●● HHu U1 AI
Enchanted creature gets +1/+1. 1U: Return Armor to owner's hand.

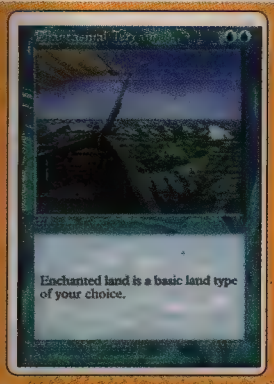
Viscerid Drone SC U ●● HHu U1 AI
T: Sacrifice a creature and Swamp to bury target non-artifact creature. T: Sacrifice a creature and a SC Swamp to bury target creature. 1/2.

Vision Charm INS C ●●● GSp U VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Knights SC R ●●● SVC UU1 FE
Islandhome. First strike. U: Flying until end of turn. 2/2.

Vodalian Mage SC C ●● Multi U2 FE
U, T: Counter a target spell unless caster pays an additional 1. 1/1.





Seasinger and Phantasmal Terrain: The Seasinger has long been a cult favorite and, truth be told, the Singer is excellent, with a little help. When your opponent doesn't control any Islands, the Seasinger is just an overpriced Kobold, but with a little help from your friendly neighborhood Phantasmal Terrain, *any* land can be an Island, and your opponent's side of the table becomes your own personal pet store.

Vodalian Soldiers SC C ● Multi U1 FE,5th
Artists: MBe, RKF, JMe, SVC. 1/2.

Vodalian War Machine SC R ●● AWe UU1 FE
Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SOR R ●●● DSh UUUX A,B,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U ●●● Multi UU1 A,B,U,R,4th,5th
Flying. 1/5.

Wall of Kelp SC R ●● ARa UU HL
T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.

Wall of Vapor SC C ●●● RTh U3 LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U ●● RTh UU1 A,B,U,R,4th
U: +1/+0. 0/5.

Wall of Wonder SC U ●● RTh UU2 LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.

Water Elemental SC U ●● JMe UU3 A,B,U,R,4th
5/4.

Water Wurm SC C ● RSp U DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.

Waterspout Djinn SC U ●●● TGa UU2 VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

Wave Elemental SC U ●● ZPI UU2 MG
U,T: Sacrifice: Tap up to three target creatures without flying. 2/3.

Wind Spirit SC U ●●● KFo U4 IA,5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.

Winter's Chill INS R ●● EBe UX IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed.

Word of Undoing INS C ●●● CRu U IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R ●●● MRa UU3 IA
Tap all red creatures. Red creatures do not untap as normal.

Zephyr Falcon SC C ●●● HHu U1 LG,4th,5th
Flying. Does not tap to attack. 1/1.

Zuran Enchanter SC C ●●● DSh U1 IA
B2, T: Opponent must discard 1 card. Play as a sorcery. 1/1.

Zuran Spellcaster SC C ●●● EBe U2 IA
T: Do 1 damage to any target. 1/1.

Zur's Weirding EN R ●●●● LDa U3 IA,5th
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.

GOLD

Adun Oakenshield SL R ●●● JMe BGR LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.

Altar of Bone SOR R ●● MBe GW IA
Sacrifice a creature search your library for a creature card.

Angus Mackenzie SL R ●● BWa UGW TG
UGW, T: Creatures deal no damage during combat. 2/2.

Arcades Sabboth SL R ●●● EBe UUGGWW2 LG, CH
Flying. All your creatures gain +0/+2 when untapped. W: +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades. 7/7.

Army Ants SC U ●●● Multi BR1 VS
T: Sacrifice a land: Destroy target land. 1/1. Artists: GDa & IRa.

Asmira, Holy Avenger SL R ●●● RGu GW2 MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.

Axelrod Gunnarson SL R ●● SKi BBRR4 LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to a player. 5/5.

Ayesha Tanaka SL R ●●● BWa UUWW LG, CH
Bands. T: Counter artifact effect unless its controller spends W. 2/2.

Barktooth Warbeard SL R ●● ARa BBR4 LG
6/5.

Bartel Runeaxe SL R ●●● ARa BGR2 LG
Cannot be target of enchantments. Does not tap to attack. 3/5

Benthic Djinn SC R ●●● ARe BUU MG
Islandwalk. During your upkeep, lose 2 life. 5/3.

Boris Devilboon SC R ●● JMy BR3 LG
BR2, T: Put a 1/1 red and black minor demon token into play. 0/0

Breathstealer's Crypt EN R ●● BDR BU2 VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.

Cadaverous Bloom EN R ●●●● ARa BG3 MG
Choose a card in your hand and remove it from the game: Add BB or GG to your mana pool.

Centaur Archer SC U ●● MBe GR1 IA
T: Deal 1 damage to target flying creature. 3/2.

Chromatic Armor EC R ●●● MPo UW1 IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a counter on Chromatic Armor and change the color that it protects against. X equals the number of counters on Chromatic Armor.

Chromium SL R ●● EBe BBUUWW2 LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.

Circle of Despair EN R ●●● SFi BW1 MG
1, Sacrifice a creature: Prevent all damage to any creature or player from any one source.

Corrosion EN R ●● MDo BR1 VS
Cumulative upkeep: 1. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.

Dakkon Blackblade SL R ●●● RKF BUUW2 LG, CH
* equals the number of lands you control. */*.

Dark Heart of the Wood EN C ●●● CRu BG DK
Sacrifice a forest to gain 3 life.

Delirium INS U ●●● TNi BR1 MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature takes deals and takes no damage in combat.

Diabolic Vision SOR U ●●● AWa BU IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Discordant Spirit SC R ●●● ARa BR2 MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.

Earthlink EN R ● RKF BGR3 IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.

Elemental Augury EN R ●●● AWa BUR IA
3: Look at top 3 cards of any player's library and put 'em back in any order.

Emberwilde Caliph SC R ●● JLo UR2 MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.

Energy Arc INS U ●● TNi WU IA
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Energy Bolt SOR R ●●● SJG RWX MG
Do X damage to target player, or target player gains X life.

Essence Vortex INS U ●● MOL BR1 IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.

Femeref Enchantress SC R ●● DAG GW FE
When an enchantment is put into a graveyard from play, draw a card. 1/2.

Fiery Justice SOR R ●● MDe GRW IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

Fire Covenant INS U ●●● BFr BR1 IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you sacrifice.

Firestorm Hellkite SC R ●●● Phe BUR FE
Flying, trample. Cumulative upkeep: UR. 6/6.

Flooded Woodlands EN R ●●● Ulr BUG A
No green creature can attack unless its controller sacrifices a land other than creature attacks.

Frenetic Efreet SC R ●●● TGa UR MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet.

ART Artwork | CU Cumulative Upkeep | EE Enchant Enchantment | EW Enchant World | LAN Land | SC Sorcery
AC Artifact Creature | EA Enchant Artifact | EL Enchant Land | INS Instant | LE Legendary Land | TO Tornado
CR Current Rarity | EC Enchant Creature | EN Enchantment | INT Interrupt | MS Mana Source | WAL Wall

Key

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Fumarole Sacrifice 3 life to destroy a land and a creature.	SOR	U	••	DTu	BR3	IA
Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	••	DGe	GGWW3	LG, CH
Ghostly Flame Black and red permanents and spells are colorless sources of damage.	EN	R	••	RGa	BR	IA
Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	•••	HHu	GR1	IA
Glaciers All mountains become plains.	EN	R	•••	MTe	UW2	IA
Gosta Dirk First strike. Creatures with islandwalk may be blocked. 4/4.	SL	R	••	RTh	UUWW3	LG
Grim Feast Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.	EN	R	••	MKi	BG1	MG
Guiding Spirit Flying. T: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.	SC	R	•••	TNi	UW1	VS
Gwendlyn Di Corci T: Target player randomly discards a card. Play as a sorcery. 3/5.	SL	R	••••	JBa	BBUR	LG
Halfdane Halfdane is 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	•••	MBe	BUW1	LG
Harbor Guardian Harbor Guardian can block creatures with flying, If Harbor Guardian attacks, defending player may draw a card. 3/4.	SC	U	•••	SBe	UW2	MG
Haunting Apparition Flying. * is no. of green creatures in opponent's graveyard. 1+*/2.	SC	U	••	Ch	BU1	MG
Hazerider Drake Flying, protection from red. 2/3.	SC	U	••	ZSa	UW2	MG
Hazezon Tamar On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.	SL	R	••	RKF	GRW4	LG
Hunding Gjornersen Rampage: 1. 5/4.	SL	U	•	RTh	UUW3	LG
Hymn of Rebirth Take control of a creature from any graveyard.	SOR	U	•••	RKF	GW3	IA
Jacques le Vert Make all your green creatures +0/+2. 3/2.	SL	R	•••	ARu	GRW1	LG
Jasmine Boreal 4/5.	SL	U	••	RKF	GW3	LG
Jedit Ojanen 5/5.	SL	U	•	MPo	UWW4	LG
Jerrard of the Closed Fist 6/5.	SL	U	••	ARu	GGR3	LG
Johan If Johan is not tapped and doesn't attack, your creatures may attack without tapping. 5/4.	SL	R	•••	MTe	GRW3	LG, CH
Jungle Troll R: Regenerate. G: Regenerate. 2/1.	SC	U	••	JBo	GR1	MG
Kaervek's Purge Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.	SOR	U	••	RKF	BRX	MG
Kasimir the Lone Wolf 5/3.	SL	U	•	RKF	UW4	LG
Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SL	R	••	SKi	GW2	LG, CH
Kjeldoran Frostbeast Creature blocking or blocked by Beast is killed at end of combat. 2/4.	SC	U	••	MPo	GW3	IA
Lady Caleria T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	•••	BWa	GGWW3	LG
Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	•••	MPo	BUW	LG
Lady of the Mountain 5/5.	SL	U	•	RKF	GR4	LG
Lady Orca 7/4.	SL	U	••	SEv	BR5	LG
Leering Gargoyle Flying. T: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.	SC	R	••	DPo	UW1	MG
Lim-Dûl's Paladin Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses four life. 0/3.	SC	U	•••	CRu	RB2	AI
Lim-Dûl's Vault Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.	INS	U	••••	RAI	UB	AI
Livonya Silone First strike, legendary landwalk. 4/4.	SL	R	•••	RKF	GGRR2	LG
Lord Magnus First strike. Creatures with plains or forestwalk may be blocked. 4/3.	SL	U	•••	MTe	GWW3	LG
Lord of Tresserhorn When Lord comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. B: Regenerate. 10/4	SC	R	•••	AMo	RBU1	AI
Malignant Growth CU: 1. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.	EN	R	•••	SFi	UG3	MG
Marhault Elsdragon Rampage: 1. 4/6.	SL	U	••	MPo	GRR3	LG, CH
Marsh Goblins Swampwalk. 1/1.	SL	C	••	QHo	BR	DK
Merieke Ri Berit Merieke does not untap. T: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.	SL	R	•••	HHu	BUW	IA
Misfortune Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.	SOR	R	••	RSp	GRB1	AI
Monsoon If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.	EN	R	••••	Nth	GR2	IA
Mountain Titan RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.	SC	R	••	MBe	BR2	IA
Mundungu T: Counter target spell unless that spell's caster pays an additional 1 and 1 life. Play this ability as an interrupt. 1/1.	SC	U	••	TNi	BU1	VS
Nature's Blessing WG: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.	EN	U	•••	SEv	GW2	AI
Nebuchadnezzar Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards Play as a sorcery. 3/3.	SL	R	••••	RKF	BU3	LG, CH
Nicol Bolas Flying An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.	SL	R	••••	EBe	BBUURR2	LG, CH
Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SL	R	•••	EBe	GGRRWW2	LG, CH
Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SL	U	•	ARu	BR4	LG
Pheldagrif W: Flying. Opponent gains two life. U: Return Pheldagrif to owner's hand. Opponent may draw a card. G: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.	SC	R	•••	AWe	GUW1	AI
Phyrexian Purge Pay 3 life per target: Destroy any number of target creatures.	SOR	R	•••	RBi	BR2	MG
Princess Lucrezia T: Add U to your mana pool. 5/4.	SL	U	•	SEv	BUU3	LG
Prismatic Boon X creatures gain protection from a single color until end of the turn.	INS	U	•••	TGi	UWX	MG
Purgatory Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 mana and 2 life to put any card under Purgatory into play.	EN	R	•••	MDr	BW2	MG
Pygmy Hippo If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.	SC	R	•••	SWh	UG	VS
Radiant Essence As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.	SC	U	••	JLa	GW1	MG
Ragnar UGW, T: Regenerate target creature. 2/2.	SL	R	••	MBe	BGW	LG
Ramirez DePietro First strike. 4/3.	SL	U	•••	PFa	BBU3	LG
Ramses Overdark T: Destroy a target creature with an enchantment on it 4/3.	SL	R	••	RKF	BBUU2	LG
Rasputin Dreamweaver Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (max. 7). 4/1.	SL	R	•••	ARu	UW4	LG
Reclamation No black creature can attack unless its controller sacrifices land when that creature attacks.	EN	R	•••	DWi	GW2	IA
Reflect Damage Redirect all damage dealt by any one source to that source's controller.	INS	R	•••	RSp	RW3	MG
Reparations Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.	EN	R	•••	DSh	UW1	MG
Righteous War All white creatures you control gain protection from black. All black creatures you control gain protection from white.	EN	R	•••	IMi	BW1	VS
Riven Turnbull T: Add B to your mana pool (play as a mana source). 5/7.	SL	U	••	RKF	BU5	LG
Rock Basilisk Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.	SC	R	•••	IMi	GR4	MG
Rohgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and Kobolds tap and enter opponent's control. 5/5.	SL	R	•	EBe	BBRR2	LG
Rubinia Soulsinger T: Gain control of a creature. You lose control when Rubinia leaves your control or is untapped. You may leave Rubinia tapped. 2/3.	SL	R	•••	RAI	UGW2	LG
Savage Twister Savage Twister deals X damage to each creature.	SOR	U	••••	BEg	GRX	MG
Sawback Manticore 4: Flying. T: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.	SC	R	•••	MMc	GR3	MG
Scalebane's Elite Protection from black. 4/4.	SC	U	•••	SLu	GW3	VS
Scarwood Goblins 2/2.	SC	C	•	RSp	GR	DK
Sealed Fate Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.	SOR	U	•••	THi	BUX	MG
Shauku's Minion BR,T: Shauku's Minion deals 2 damage to target white creature. 2/2.	SC	U	••	GSi	BR1	MG
Simoon Simoon deals 1 damage to each creature target opponent controls.	INS	U		RGa	GR	VS
Sir Shandlar of Eberyn 4/7.	SL	U	••	ARu	GW4	LG
Sivitri Scarzam 6/4.	SL	U	•	NTh	BU5	LG, CH
Skeleton Ship Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa .	SL	R	•••	Multi	BU3	IA
Sol'kanar the Swamp King Swampwalk. You gain 1 life each time a black spell is cast. 5/5.	SL	R	••••	RKF	BUR2	LG, CH
Spatial Binding Pay 1 life: Target Cannot phase out until the start of your next upkeep.	EN	U	•	Dom	BU	MG
Spectral Shield Target creature gains +0/+2 and cannot be the target of spells.	EC	U	•••	MOK	UW1	IA
Squandered Resources Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.	EN	R	•••	RKu	BG	VS
Stangg Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.	SL	R	•••	MPo	GR4	LG, CH
Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.	SL	R	•••	PVe	UGW3	IA
Stormbind 2: Discard a card at random to do 2 damage to any target.	EN	R	••••	Multi	GR1	IA
Suleiman's Legacy When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.	EN	R	•••	KFo	RW	VS
Sunastian Falconer T: Add 2 to your mana pool. 4/4.	SL	U	•••	CRu	GR3	LG
Surge of Strength Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.	INS	U	••	RTp	RG	AI
Tempest Drake Flying. Attacking does not cause Tempest Drake to tap. 2/2.	SC	U	•••	GGr	UW1	VS
Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SL	R	•••	JBa	BUR	LG
Tobias Andrion 4/4.	SL	U	•	ARu	UW3	LG, CH
Tor Wauki T: Do 2 damage to attacking or blocking creature. 3/3.	SL	U	•••	RAF	BBR2	LG, CH
Torsten Von Ursus 5/5.	SL	U	•	MPo	GGW3	LG
Tuknir Deathblock Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.	SL	R	•••	LDa	GGRR	LG
Unfulfilled Desires 1, Pay 1 life: Draw a card, then choose and discard a card.	EN	R	••••	DAG	BU1	MG
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SL	R	••	CRu	BBUU3	LG
Vaevictis Asmadi Flying. B: +1/+0. R: +1/+0. G: +1/+0. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.	SL	R	•••	ARu	BBRRGG2	LG, CH
Viashivan Dragon Flying. R: +1/+0 until end of turn. G: +0/+1 until end of turn. 4/4.	SC	R	•••	IMi	GGRR2	VS
Vitalizing Cascade Gain X-3 life.	INS	U	•••	RGu	GWX	MG
Wandering Mage W: Pay one life to prevent up to 2 damage to any creature. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.	SC	R	•••	PVe	WUB	AI





Ghazban Ogre and Wanderlust: Usually people don't play with a creature that's going to abandon them, but with Wanderlust this disadvantage becomes a benefit. Wreak a little chaos on your next group game with a Wanderlusted Ghazban Ogre, and watch people struggle to pass possession of the hot potato while keeping their heads above water. Just keep in mind: what goes around comes around...

Warping Wurm SC R ●●● SFi UG2 MG
Phasing. During your upkeep, pay UG2 or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.

Wellspring EL R ●●● SVC GW1 MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.

Windreaper Falcon SC U ●● TRo RG1 MG
Flying, protection from blue. 1/1.

Wings of Aesthir EC U ●●● EBe UW IA
Give target creature flying, first strike, and +1/+0.

Winter's Night EW R ●● RAi WRG AI
When a SC land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap.

Xira Arien SL R ●●● MBa BRG LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.

Zebra Unicorn SC U ●● MOK GW2 MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN

Afiya Grove EN R ●● SGr G1 MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.

Aisling Leprechaun SC C ● QHo G LG
All creatures blocking or blocked by Leprechaun become green. 1/1.

An-Havva Constable SC U ●● DFr GG1 HL,5th
* is the total number of green creatures in play. 2/1+*

An-Havva Inn SOR U ●●● BSn GG1 HL
Gain 1+X life where X is the number of green creatures in play.

Arboria EW U ●● DGe GG2 LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.

Argothian Pixies SC C ●●● AWe G1 AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Argothian Treefolk SC C ●● AWe GG3 AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.

Armor of Thorns EC C ●●● ARa G1 MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.

Aspect of Wolf EC R ●●● Multi G1 A,B,U,R,4th,5th
Target gets +X/+X, where X is half the number of forests you control.

Aurochs SC C ●● Multi G3 IA,5th
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.

Autumn Willow SL R ●●●●● MOK GG4 HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.

Avoid Fate INT C ● PFo G LG
Counter target interrupt or EN targeting a permanent you control.

Balduvian Bears SC C ●●● QHo G1 IA
2/2.

Barbary Apes SC C ●●● BWa G1 LG
2/2.

Barbed Foliage EN U ●● MPo GG2 MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

• **Berserk** INS U ●●●●● DFr G A,B,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.

Birds of Paradise SC R ●●●● MPo G A,B,U,R,4th,5th
Flying. T: Add one mana of any color to your mana pool. 0/1.

Blizzard EN R ● AMa GG IA
CU: 2. Flying creatures do not untrap.

Bounty of the Hunt INS U ● JMe GG3 AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters on any number of target creatures. Remove counters at end of turn.

Brown Ouphe SC C ●● DGe G IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.

Brushwagg SC R ●●● MG GG1 MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.

Bull Elephant SC C ●●● SWh G3 VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.

Camouflage INS U ●● JMy G A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.

Canopy Dragon SC R ●●● ARa GG4 MG
Trample. G1: Flying and loses trample until end of turn. 4/4.

Carapace EC C ●● AMa G HL,5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.

Carnivorous Plant SC C ●● QHo G3 DK,4th
Counts as a wall. 4/5.

Cat Warriors SC C ●●● MBe GG1 LG,CH,5th
Forestwalk. 2/2.

• **Channel** SOR U ●●●● RTh GG A,B,U,R,4th
Add 1 colorless mana to your pool for each life point you sacrifice.

Chub Toad SC C ●● DGe G2 IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.

Citanul Druid SC U ●● JMe G1 AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.

City of Solitude EN R ●●●● RKu G2 VS
Each player may play spells and abilities only during his or her turn.

Cockatrice SC R ●●● DFr GG3 A,B,U,R,4th,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.

Cocoon EC U ●● MTe G LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untrap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.

Concordant Crossroads EW R ●● AWe G LG, CH
All creatures are unaffected by summoning sickness.

Crash of Rhinos SC C ●●● SWh GG6 MG
Trample. 8/4.

Crow Giant SC U ●●● Multi GGGG3 LG,CH,5th
Trample. Rampage: 2. 6/4.

Crow Worm SC C ●● DGe GG4 A,B,U,R,4th,5th
6/4.

Creeping Mold SOR U ●●●● DSt GG2 VS
Destroy target artifact, land, or enchantment.

Crumble INS C ●●● JMy G AQ,R,4th,5th
Bury target artifact. Controller gains life equal to the casting cost.

Cycle of Life EN R ●● Ch GG1 MG
Return Cycle of Life to owner's hand. Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Cyclone EN R ●● MTe GG2 AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.

Daughter of Autumn SL R ●● MOK GG2 HL
W: Redirect 1 damage from white creature to Daughter. 2/4.

Deadfall EN U ● NTh G2 LG
Creatures with forestwalk may be blocked.

Deadly Insects SC U ●●● SiG G4 AI
Cannot be the target of spells or effects. 6/1.

Decomposition EC U ●● DTu G1 MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.

Desert Twister SOR U ●●● SVC GG4 AN,R,4th,5th
Destroy target permanent.

Eureka SOR R ●● Wo GG2 HL
Both players may put a permanent from their hand into play. Then take turns playing cards until neither wants to play any more permanents. A spell has an X in its casting cost, X = 0.

Faerie Noble SC R ●●● SVC GG1 AI
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 until the end of turn. 2/2.

Fallow Earth SOR U ●●● JBa GG2 HL
Put target land on top of owner's library.

Fanatical Fever INS U ●●● JBa GG2 IA
Give a creature +3/+0 and trample until end of turn.

• **Fastbond** EN R ●●● MPo G A,B,U,R
There is no limit to the number of lands you may play in a turn. Every 1 damage to you for each land beyond the first you play is one loss.

Feral Thallid SC U ●● RAi GGG3 HL
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3

Femeref Archers SC U ●●● WDo G2 HL
T: Do 4 damage to target attacking creature with flying. 2/2.

Feral Instinct INS C ●● UFr G1 VS
Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Fire Sprites SC C ●● JBa G1 HL
Flying. G, T: Add R to your mana pool. 1/1.

Floral Spuzzem SC U ●● RAi G3 LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.





Fungusaur and Helm of Chatzuk:
According to *Better Homes and Fungusaurs*, the secret to success is "a high quality fertilizer, produced from the bones of Pheldagrifs." However, we suggest a daily regimen of one point of damage per turn. With banding, provided by the Helm, you get to assign combat damage, so band the Fungusaur with something more powerful and watch it make like a Chia Pet.

Dire Wolves SC C ●●● RSp G2 IA
Gains banding if you control any plains. 2/2.

Drop of Honey EN R ●●● AMa G AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.

Durkwood Boars SC C ●● MIr G4 LG,4th,5th
4/4.

Early Harvest INS R ●● JLo GG1 MG
Target player untaps all basic lands he or she controls.

Earthlore EL C ●● DTu G IA
0: Tap land to give a blocking creature +1/+2 until end of turn.

Elder Druid SC R ●●● RKF G3 IA,5th
G3, T: Tap or untap one target creature, land, or artifact. 2/2.

Elephant Grass EN U ●●● TRo G VS
CU: 1 Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.

Elven Cache SOR C ●●●● JMa GG2 VS
Return target card from your graveyard to your hand.

Elven Fortress EN C ●● Multi G FE
G1 Give target blocker +0/+1 until end of turn.

Elven Riders SC U ●● Multi GG3 LG,4th,5th
Cannot be blocked except by walls and flying creatures. 3/3.

Elves of Deep Shadow SC U ●●● JMy G DK
T: Add B to mana pool and lose 1 life. 1/1.

Elvish Archers SC R ●●● AMa G1 A,B,U,R,4th,5th
First strike. Misprint: Alpha listed power/toughness as 1/2. 2/1.

Elvish Bard SC U ●●● SVC GG3 AI
All creatures able to block Bard must do so. 2/4.

Elvish Farmer SC R ●●● RKF G1 FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.

Elvish Hunter SC C ●●● Multi G1 FE
G1, T: Target creature does not untap as normal. 1/1.

Elvish Ranger SC C ●●● TNi G2 AI
4/1.

Elvish Scout SC C ●● Multi G FE
G, T: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.

Elvish Spirit Guide SC U ●●●● JBa G2 AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. 2/2.

Emerald Charm INS C ●● GSp G VS
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Emerald Dragonfly SC C ●● QHo G1 LG, CH
Flying. GG: First strike until end of turn. 1/1.

Erhnam Djinn SC U ●●●●● KMe G3 AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.

Essence Filter SOR C ●●●● REm GG1 IA
Destroy all enchantments or destroy all enchantments that aren't white.

Fog INS C ●● Multi GA,B,U,R,4th,MG,5th
Creatures do not damage one another in combat. Artists: JMy, HMc

Folk of An-Havva SC C ●● JBa G HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.

Folk of the Pines SC C ●● Multi G4 IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.

Foratog SC U ●●● MPo G2 MG
G, Sacrifice a forest: +2/+2 until end of turn. 1/2.

Forbidden Lore EL R ●●●● CRu G2 IA
0: Tap land to give target creature +2/+1 until end of turn.

Force of Nature SC R ●●●● Multi GGGG2A,B,U,R,4th,5th
Trample. Pay GGGG during upkeep or Force does 8 damage to you. 8/8.

Forgotten Lore SOR U ●●● HMc G IA
Opponent chooses a card in your graveyard. You may pay G to have opponent choose a different card. Take the last card chosen.

Foxfire INS C ● MOK G2 IA,5th
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.

Freyalise Supplicant SC U ●● Multi G1 IA
T. Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LMo, DSh.

Freyalise's Charm EN U ●● MOK GG IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.

Freyalise's Winds EN R ● MTe GG2 IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.

Fungal Bloom EN R ●●● DGe GG HL
GG: Put a spore counter on target Fungus.

Fungusaur SC R ●●● Multi G3 A,B,U,R,4th,5th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Brownie SC C ●● RTh G2 IA
G2, T: Untap a creature. 1/1.

Fyndhorn Druid SC C ●● RAi G2 AI
If Druid is put into graveyard after it blocks, gain four life. 2/2.

Fyndhorn Elder SC U ●●● Multi G2 IA,5th
T: Add GG to your mana pool. 1/1.

Fyndhorn Elves SC C ●●●● JBa G IA
T: Add G to your mana pool. 1/1.

Fyndhorn Pollen EN R ●● PFo G2 IA
CU: 1. All creatures get -1/-0. G1: Creatures get -1/-1 until end of turn.

Gaea's Avenger SC R ●●● PFo GG2 AQ
*=number of artifacts opponent has in play. *+1/*+1.

Gaea's Liege SC R ●●● DRk GGGG3 A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control when attacking. * is the number of forests defender controls. */*.

Gaea's Touch EN C ●●● MPo GG IA
You may put one extra land into play at each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool.

ART Artifact
AC Artifact Creature
CR Current Rare
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gargantuan Gorilla	SC	R	●●●	GSi	GGG4	AI
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a SC forest, Gorilla gains trample until end of turn. T: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.						
Ghazban Ogre	SC	C	●●	Multi	G	AN,CH,5th
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	●●●	LDa	GG1	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Caterpillar	SC	C	●●●	ZSa	G3	VS
G, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.						
Giant Growth	INS	C	●●●●	Multi	G	A,B,U,R,4TH,IA,5th
Target creature gets +3/+3 until end of turn.						
Giant Mantis	SC	C	●●●	RGa	G3	MG
Giant Mantis can block creatures with flying. 2/4.						
Giant Spider	SC	C	●●●	Multi	G3	A,B,U,R,4th,5th
Giant Spider can block creatures with flying. 2/4.						
Giant Turtle	SC	C	●	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Gibbering Hyenas	SC	C	●●	UFr	G2	MG
Gibbering Hyenas cannot block black creatures. 3/2.						
Gift of the Woods	EC	C	●●●	SVC	G	AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.						
Glyph of Reincarnation	INS	C	●	SVC	G	LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Berserkers	SC	C	●●●	JMa	GG3	AI
Trample, rampage: 2. Cannot be blocked by 1 or 2 creatures. 2/3.						
Gorilla Chieftain	SC	C	●●●	QHo	GG2	AI
1G: Regenerate. Two versions. 3/3.						
Gorilla Pack	SC	C	●	AWa	G2	IA
Foresthome. 3/3.						
Granger Guildmage	SC	C	●●●	DFr	G	MG
W,T: Target creature gains first strike. R,T: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.						
Grizzly Bears	SC	C	●●●	Multi	G1	A,B,U,R,4th,5th
2/2.						
Hail Storm	INS	U	●●	JMe	GG1	AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.						
Hall of Gemstone	EW	R	●●●●	DCh	GG1	MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.						
Hidden Path	EN	R	●●●	RAl	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	●	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	●●	NLe	G1	IA
0: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C	●●●	HHu	GG2	HL,5th
During your upkeep, pay GG or bury Hungry Mist. Two versions. 6/2.						
Hurricane	SOR	U	●●●●	Multi	GX	A,B,U,R,4TH,IA,5th
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	●●●	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	●	MBe	GG1	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.						
Ith-Biff Efreet	SC	R	●●●●	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	●●	Multi	G	A,B,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	●●	Multi	G4	A,B,U,R,4th,5th
3/5.						
Johtull Wurm	SC	U	●●●	Multi	G5	IA,5th
Johtull Wurm gets -2/-1 for each extra creature blocking it. 6/6.						
Joiraeli's Centaur	SC	C	●●●●	JTo	GG1	MG
Flanking. Cannot be the target of spells or effects. 2/2.						
Joven's Ferrets	SC	C	●●●	AWe	G	HL
If attack they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.						
Jungle Patrol	SC	R	●●●	MPo	G3	MG
1G,T: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token. Add R to your mana pool. 3/2.						
Jungle Wurm	SC	C	●●●	TKy	GG3	MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.						
Juniper Order Druid	SC	C	●●●	JMe	G2	IA
T: Untap a land of your choice. 1/1.						
Karoo Meerkat	SC	U	●●●	JJo	G1	MG
Protection from blue. 2/1.						
Katabatic Winds	EN	R	●●	GGi	G2	VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes "Tap" in the activation cost.						
Kaysa	SL	R	●●●	RGu	GG3	AI
All green creatures you control get +1/+1. 2/3.						
Killer Bees	SC	U	●●●	PFo	GG1	LG,4th,5th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
King Cheetah	SC	C	●●	TNi	G3	VS
You may play King Cheetah whenever you can play an instant. 3/2.						
Kudzu	EL	R	●	MPo	GG1	A,B,U,R
When target land is tapped, it's destroyed. The player who just lost a land to Kudzu must place it on any other land in play.						
Kyscu Drake	SC	U	●●●	Multi	G3	VS
Flying. G: +0/+1 until end of turn. You cannot spend more than G in this way each turn. Sacrifice Kyscu Drake and Spitting Drake: Search your library for Viashivan Dragon and put it into play. 2/2.						
Land Leeches	SC	C	●●	QHo	GG1	DK,4th
First strike. 2/2.						
Leaping Lizard	SC	C	●●	AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn. 2/3						
Ley Druid	SC	U	●●●	SEv	G2	A,B,U,R,4th,5th
T: Untap a land of your choice. 1/1.						
Lhurgoyf	SC	R	●●●●	PVe	GG2	IA,5th
* equals the total number of creatures in all graveyards. */*+1.						
Lichenthrope	SC	R	●●	BEg	GG3	VS
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these -1/-1 counters from Lichenthrope. 5/5.						
Lifeforce	EN	U	●●●	Multi	GG	A,B,U,R,4th,5th
GG: Counter a black spell as it is being cast.						
Lifelace	INT	R	●	AWe	G	A,B,U,R,4th
Changes the color of one card in play to green.						
Living Artifact	EA	R	●●●	AMa	G	A,B,U,R,4th,5th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	●●●	Multi	G3	A,B,U,R,4th,5th
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Living Plane	EW	R	●●●	BWa	GG	LG
All lands are are now also 1/1 creatures.						
Llanowar Elves	SC	C	●●●●	AMa	G	A,B,U,R,4th,5th
T: Add G to your mana pool. 1/1.						
Locust Swarm	SC	U	●●●	WDo	G3	MG
Flying. G: Regenerate. G: Untap Locust Swarm. Use this ability only once each turn. 1/1.						
Lure	EC	U	●●●	AMa	GG1	A,B,U,R,4TH,IA,5th
All creatures that can block target creature must do so.						
Lure of Prey	INS	R	●●●	ARo	GG2	MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.						
Lurker	SC	R	●●●	AMa	G2	DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.						
Maddening Wind	EC	U	●●	DWi	G2	IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.						
Mammoth Harness	EC	R	●	MBe	G3	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.						
Maro	SC	R	●●●	SGr	GG2	MG
* is equal to the number of cards in your hand. */*.						
Marsh Viper	SC	C	●●	RSp	G3	DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.						
Master of the Hunt	SC	R	●●●	JMe	GG2	LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Metamorphosis	SOR	C	●	CRu	G	AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.						
Mindbender Spores	SC	R	●●	IMi	G2	MG
Flying. Whenever Spores blocks a creature, put 4 counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.						
Mortal Wound	EC	C	●●	KWa	G	VS
If damage is dealt to enchanted creature, destroy it.						
Moss Monster	SC	C	●●	JMy	GG2	LG
3/6.						
Mtenda Lion	SC	C	●●●	SGr	G	MG
If Mtenda Lion attacks, defending player may pay U to have it deal no combat damage this turn. 2/1.						
Nafs Asp	SC	C	●●	CRu	G	AN,4th
If Nafs Asp damages opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Natural Balance	SOR	R	●●●●	JMI	GG2	MG
Each player with 6 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play.						
Natural Order	SOR	R	●●●	TNi	GG2	VS
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.						
Natural Selection	INS	R	●	MPo	G	A,B,U
Look at top 3 cards of any library. You may then shuffle that library.						
Nature's Chosen	EC	U	●●●	RGu	G	AI
Play on one of your creatures. O: Untap creature. Use only during your turn and only once per turn. O: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.						
Nature's Lore	SOR	U	●●●	Multi	G1	IA,5th
Search your library for one forest and put it in play.						
Nature's Wrath	EN	R	●●●●	LDa	GG4	AI
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.						
Nettletooth Djinn	SC	U	●●●	JJo	G3	MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.						
Niall Silvain	SC	R	●●	CRu	GGG	DK
GGGG, T: Regenerate target creature. 2/2.						
Night Soil	EN	C	●●●	Multi	GG	FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, in play.						
Pale Bears	SC	R	●●●	AWa	G2	IA
Islandwalk. 2/2.						
Panther Warriors	SC	C	●●●	CFe	G4	VS
6/3.						
People of the Woods	SC	U	●●	DTu	GG	DK
=number of forests you control. 1/.						
Pixie Queen	SC	R	●●	QHo	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.						
Powerleech	EN	U	●●●	CRu	GG	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.						
Pradesh Gypsies	SC	C	●●	QHo	G2	LG,4th,5th
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Preferred Selection	EN	R	●●●	KWa	GG2	MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2GG to draw the card.						
Primal Order	EN	R	●●●●	RAl	GG2	HL,5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.						
Pygmy Allosaurus	SC	R	●●●	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	●●	EBe	G2	IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.						
Quirion Druid	SC	R	●●●	JMa	G2	VS
G, T: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.						
Quirion Elves	SC	C	●●●●	RGa	G1	MG
When you play Quirion Elves, choose a color. T: Add one mana of the chosen color to your mana pool. T: Add G to your mana pool. 1/1.						
Quirion Ranger	SC	C	●●●	TKy	G	VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.						
Rabid Wombat	SC	U	●●●	KFo	GG2	LG,CH,5th
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.						
Radjan Spirit	SC	U	●●●	CRu	G3	LG,4th,5th
T: Target creature loses flying ability until turn ends. 3/2.						
Rampant Growth	SOR	C	●●●	PMo	G1	MG
Search your library for a basic land card and put it into play, tapped.						
• **Rebirth**	SOR	R	●●	MTe	GGG3	LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.						
Regeneration	EC	C	●●	Multi	G1	A,B,U,R,4TH,IA,MG,5th
G: Target creature regenerates. Artists: QHo, CGi (Mirage).						
• **Regrowth**	SOR	U	●●●●●	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	●●●	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.						
Renewal	SOR	C	●	KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. Draw a card at beginning of the next turn's upkeep.						
Revelation	EW	R	●●	KFo	G	LG, CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	●●	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	●●	JHa	GG4	IA
CU: 2. All mana-producing lands now produce colorless mana.						





Craw Giant and Imposing Visage: Personally, *we* think a big 6/4 trample/rampage brussel sprout is pretty imposing to begin with, but tacking on an Imposing Visage truly makes the jolly green Giant a force to be reckoned with. Nearly any single creature won't stand a chance, and woe be unto the pack that tries to gang up on him. See what happens when you eat your veggies?

River Boa SC C ●●●● SWh G1 VS
Islandwalk. G: Regenerate. 2/1.

Roots EC U ●● NLe G3 HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.

Roots of Life EN U ●●● TRo GG1 MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Root Spider SC U ● MKi G3 HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.

Rowen EN R ●●● JMu GG2 VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rust INT C ● LDa G LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R ●● HHu G2 HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sabertooth Cobra SC C ●● ARo G2 MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

Spore Flower SC U ●● MOK GG FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat 0/1.

Stalking Tiger SC C ●● TNi G3 MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.

Stampede INS R ●●● JMe GG1 IA,5th
All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildebeests SC U ●●● RGa GG2 VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Storm Seeker INS U ●●●● MPo G3 LG, CH
Do 1 point of damage to opponent for every card he has in hand.

Stream of Life SOR C ●●● Multi GX A,B,U,R,4th,5th
Target player gains X life.

Stunted Growth SOR R ●●● Nth GG3 IA
Target player must put three cards from his hand on top of his library.

Subdue INS C ●● BSn G LG
Target deals 0 damage. It gets +0/+X, where X is its casting cost.

Summer Bloom SOR U ●● NLe G1 VS
You may play up to three additional lands this turn.

Superior Numbers SOR U ●● GDa GG MG
Deal to target creature * damage for each creature you control in excess of the number of creatures target opponent controls

Tranquil Domain INS C ●●●● DRG G1 ME
Destroy all global enchantments.

Tranquility SOR C ●●●● DSe G1 AI,4th,5th
Destroy all enchantments in play.

Tropical Storm SOR U ●●● DSh GX MG
Do X damage to all flying creatures and 1 damage to all blue creatures.

Tsunami SOR U ●●● RTh G3 A,B,U,R,4th,5th
Destroy all islands in play.

Typhoon SOR R ●● AMc G2 IA
Do 1 damage to opponent for each island he controls.

Uktabi Faerie SC C ●● JTe G1 ME
Flying. 3G, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.

Uktabi Orangutan SC U ●● UFr G2 VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.

Uktabi Wildcats SC R ●●● JMa G4 ME
* is number of forests you have. G, Sacrifice forest: Regenerate. */*

Undergrowth INS C ●● PMo G A
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures.

Unseen Walker SC U ●●● ARa G1 MG
Forestwalk. GG1: Target creature gains forestwalk 'til end of turn. 1/1

Untamed Wilds SOR U ●●● NTh G2 LG,4th,5th
Search your library for one basic land and put it in play.

Unyaro Bee Sting SOR U ●● PMo G3 MG
Unyaro Bee Sting deals 2 damage to target creature or player.

Venom EC C ●●● TWo GG1 DK,4th,5th
All non-wall creatures in combat with target are destroyed after combat.

Venomous Breath INS U ●●● LWi G3 IA
All creatures in combat with target are destroyed after combat.

Verduran Enchantress SC R ●● KBr GG1 A,B,U,R,4th,5th
Draw a card each time you cast an enchantment. 0/2.

Village Elder SC C ●● DGi G MG
G,T: Sacrifice a forest: Regenerate target creature. 1/1.

Waiting in the Weeds SOR R ●●● SVC GG1 MG
Each player puts a Cat token into play under his control for each untapped forest he controls. Treat these as 1/1 green creatures.

Wall of Brambles SC U ●● Multi G2 A,B,U,R,4th,5th
G: Regenerates. 2/3.

Wall of Ice SC U ●● RTh G2 A,B,U,R,4th
0/7.

Wall of Pine Needles SC U ●● BSn G3 IA
G Regenerate. 3/3.

Wall of Roots SC C ●●● JMa G1 MG
Put a -0/-1 counter on Wall of Roots: Add G to your mana pool. Use this ability only once each turn.0/5.

Wall of Wood SC C ● MTe G A,B,U,R,4th
0/3.

Wanderlust EC U ●● Multi G2 A,B,U,R,4th,5th
Do 1 damage to controller of target creature during upkeep.

War Mammoth SC C ●●● JMe G3 A,B,U,R,4th,5th
Trample. 3/3.

Warthog SC C ●●● SWh GG1 VS
Swampwalk. 3/2.

Web EC R ●● RAl G A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.

Whippoorwill SC U ●●● DSh G DK
GG, T: Target may not regenerate or be to target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.

Whirling Dervish SC U ●●● SVC GG LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.

Whip Vine SC C ●● LWi G2 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. T: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.

Whiteout INS U ●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.

Wiitigo SC R ●● MBe GGG3 IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put one +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.

Wild Elephant SC C ●●● JTe G3 MG
Trample. 3/3.

Wild Growth EL C ●● Multi G A,B,U,R,4th,5th
Target land provides an extra G when tapped for mana.

Willow Faerie SC C ●● SVC G1 IA
Flying. 1/2.

Willow Priestess SC R ●●● SVC GG2 IA
T: Take Faerie from your hand and put it directly into play. G2: Target green creature gains protection from black until the end of turn. 2/2.

Willow Satyr SC R ●● JMa GG2 MG
T: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.

Wind Shear INS U ●● JMa G2 VS
All attacking flying creatures get -2/-2 and lose flying 'til end of turn.

Winter Blast SOR U ●●● TPr GX LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.

Wolverine Pack SC C ●● JMe 3GG DK,5th
Rampage: 2. 2/4.

Wood Elemental SC R ● BSn 3G LG
Sacrifice * untapped forests when casting Wood Elemental. */*

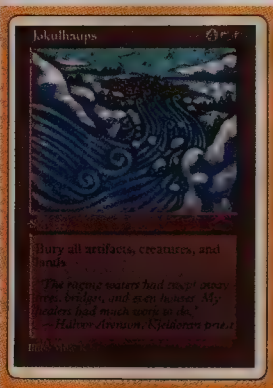
Woolly Mammoths SC C ●● DRe 3GG IA
Gains trample if you control an snow-covered lands. 3/2.

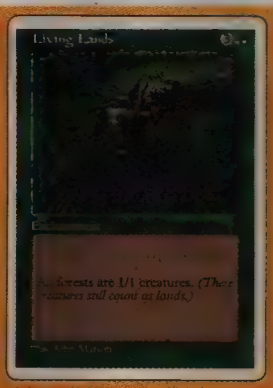
Woolly Spider SC C ●●● DRe 3GG IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3

Worldly Tutor INS U ●●● DOD G MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

Wormwood Treefolk SC R ●●● JMy GG3 DK
BB: Forestwalk until end of turn and you take 2 damage GG: Swampwalk until end of turn and you take two damage. 4/4.

Wyluli Wolf SC C ●● SVC G1 AN,5th
T: Give a creature +1/+1 until end of turn. 1/1.





Jokulhaups and Living Lands: Sometimes you need to make everything go boom. Jokulhaups is ideal for this, destroying everything in play except enchantments. Of course, if you're going to blow everything up, you'd better have a recovery plan, and Living Lands works well. While your opponent scrambles to get out enough land to cast something, you'll be pounding him into the ground *with* your land.

Sandstorm INS C ●● Multi G AN,4th,MG
Do one damage to all attacking creatures. Artists: BSn, MiG (Mirage).

Savaen Elves SC C ● RSp G DK
GG, T: Destroy target enchant land. 1/1.

Scaled Wurm SC C ●● DGe G7 IA,5th
7/6.

Scarwood Bandits SC R ●●● MPo GG2 DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandits leave play. 2/2.

Scarwood Hag SC U ●●● AMa G1 DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ●●● Multi G DK,CH,5th
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Scryb Sprites SC C ●● AMe G A,B,U,R,4th,5th
Flying. 1/1.

Seedling Charm INS C ●●● SGr G MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.

Seeds of Innocence SOR R ●●● JTo GG1 MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

Serene Heart INS C ●● DAG G1 MG
Destroy all local enchantments.

Shambling Strider SC C ●●● DSh GG4 IA
GR: +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C ●● Multi G A,B,U,R,4th,5th
Forestwalk. 1/1.

Shelkin Brownie SC C ● DSh G1 LG
T: Remove bonding ability from target creature until end of turn. 1/1.

Shrink INS C ●● LDa G HL,5th
Target creature gets -5/-0 until the end of turn. Two versions.

Singing Tree SC R ●●● RAl G3 AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.

Snowblind EC R ● DSh G3 IA
Target creature gets -*/-*. * is the number of SC lands the defender controls when creature attacks. Otherwise, * equals number of SC lands creature's controller owns.

Spectral Bears SC U ●●● PMo G1 HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.

Spider Climb EC C ●●● RSp G VS
You may play Spider Climb as an instant; if you do, bury it at end of turn. Creature gets +0/+3 and can block creatures with flying.

Spitting Slug SC U ●● AMa GG1 DK
G1: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.

Splintering Wind EN C ●●● RSp GG2 AI
2G: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.

Spore Cloud INS C ●●● Multi GG1 FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.

Sylvan Library EN R ●●●● HMe G1 LG,4th,5th
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.

Sylvan Paradise INS U ● RAF G LG
Change the color of one or more creatures to green until end of turn.

Tarpon SC C ●● MOR G IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C ●●● LSn G3 AI
Gain 3 life. Gain 3 life for each G1 you pay over the casting cost.

Thallid SC C ●●● Multi G FE
Put a counter on Thallid during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.

Thallid Devourer SC U ●● RSp GG1 FE
Put a counter on Thallid Devourer during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.

Thelonite Druid SC U ●●● MOR G2 FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonite Monk SC R ●●● BWa GG2 FE
T: Sacrifice a green creature to turn a land into a basic forest. 1/2.

Thelon's Chant EN U ●● MBe GG1 FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse EN R ●● PVe GG FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, to untap one and only one creature.

Thermokarst SOR U ●●● KMe GG1 IA
Destroy target land. You gain one life if that land is snow-covered.

Thicket Basilisk SC U ●●● DFr GG3 A,B,U,R,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.

Thorn Thallid SC C ●●● Multi GG1 FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2.

Thoughtleech EN U ●●● MTe GG IA
Gain 1 life whenever target opponent taps an island.

Timber Wolves SC R ●● MBe G A,B,U,R,4th
Bands. 1/1.

Tinder Wall SC C ●●●● REm G IA
Sacrifice: Add RR. R, Sacrifice: Do 2 damage to creature it blocks. 0/3.

Titania's Song EN U ●●● Multi G3 AQ,R,4th,5th
Every non-creature artifact loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Artifacts revert to normal just before the next turn's untap phase.

Tornado EN R ● SVC G4 AI
CU: G. G2: Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.

Touch of Vitae INS U ●● LWi G2 IA
Target is unaffected by summoning sickness and may untap on extra time. Draw a card at the beginning of the next turn's upkeep.

Tracker SC R ●●● JMe GG1 DK
GG, T: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.

Trailblazer INS R ●●● JBa GG2 IA
Target creature may not be blocked this turn.

ART Artwork AC Artifact Creature CE Current Ante CO Continuous Upkeep EA Enchant Artifact EC Enchant Creature EE Enchant Enchantment EL Enchant Land EN Enchantment EW Enchant World IN Instant LE Legendary Land MS Mana Source SL Summon Legend SO Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Yavimaya Ancients	SC	C	••	QHo	GGG3	AI
G: +1/+2 until end of turn. Two versions. 2/7.						
Yavimaya Ants	SC	U	••••	PMo	GG2	AI
Trample. CU: GG. Unaffected by Summoning Sickness. 5/1.						
Yavimaya Gnats	SC	U	•••	DFr	G2	IA
Flying. G: Regenerate. 0/1.						

RED

Active Volcano	INS	C	•	BSn	R	LG, CH
Destroy a blue permanent or return an island to owner's hand.						
Acrathi Berserker	SC	U	••	MBe	RRR2	LG
Rampage: 3. 2/4.						
Agent of Stromgald	SC	C	••	ARa	R	AI
R: Add B to your mana pool. 1/1.						
Agility	EC	C	•••	DTu	R1	MG
Enchanted creature gets +1/+1 and gains flanking.						
Aggression	EC	U	•••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	•••	JBa	RR2	AN, CH
RR1: Steal an artifact. 1/1.						
Aleatory	INS	U	••	KWa	R1	MG
Flip a coin; if the flip ends up in your favor, target gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.						
Ali Baba	SC	U	••	JBa	R	AN,4th
R: Tap a wall. 1/1.						
Aliban's Tower	INS	C	••	JMe	R1	HL
Target defending creature gains +3/+1 till end of turn. Two versions.						
Ali from Cairo	SC	R	•••••	MPo	RR2	AN
You cannot be reduced below one life due to damage. 0/1.						
Ambush	INS	C	••	ARa	R3	HL
All blocking creatures get first strike.						
Ambush Party	SC	C	••	Multi	R4	HL,5th
First strike. May attack the turn it comes into play on your side. 3/1.						
An-Zerrin Ruins	EN	R	••	DDe	RR2	HL
A creature type of your choice does not untap during untap phase.						
Anaba Ancestor	SC	R	••	AMa	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						





Orcish Captain and Orcish Artillery: Coin flips are always fun, but wouldn't you rather have a sure thing going for you? With most Orcs, the Captain's blunders ("Minefield? I don't see anything... get in there!") spells an untimely death, but the Orcish Artillery, hardened with a toughness of three by a life at the ballista, can take the punishment in stride and try again.

Anaba Bodyguard	SC	C	••	AMa	R3	HL
First strike. 2/3.						
Anaba Shaman	SC	C	•••	AMa	R3	HL
R, T: Do 1 damage to target creature or player. 2/2.						
Anaba Spirit Crafter	SC	R	••	AMa	RR2	HL
All minotaurs are +2/+0. 1/3.						
Anarchy	SOR	U	••••	PFo	RR2	IA
Destroy all white permanents.						
Armorer Guildmage	SC	C	••	MMc	R	MG
B,T: Target creature gets +1/+0. G,T: Target gets +0/+1. 1/1.						
Artifact Blast	INT	C	•	MPo	R	AQ
Counter any artifact as it is being cast.						
Atog	SC	C	•••	JMy	R1	AQ,R,5th
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
Avalanche	SOR	U	•	BSn	RR2X	IA
Destroy X snow-covered lands.						
Backdraft	INS	U	••	BSn	R1	LG
Do half the damage (round down) done by one sorcery to its caster.						
Balduvian Barbarians	SC	C	••	MPo	RR1	IA
3/2.						
Balduvian Horde	SC	R	••••	BSn	RR2	AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.						
Balduvian Hydra	SC	R	••	MBe	RRX	IA
Put X +1/+0 counters on Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Hydra. RRR: Put a +1/+0 counter on Hydra during your upkeep. 0/1.						
Balduvian War-Makers	SC	C	••	MKi	R4	AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.						
Burning Palm Efreet	SC	U	••	DPo	RR2	MG
RR1: Do 2 damage to a flying creature; it loses flying for this turn. 2/2						
Burning Shield Askari	SC	C	••••	DFr	R2	MG
Flanking. RR: First strike until end of turn. 2/2.						
Burrowing	EC	C	••	MPo	R	A,B,U,R,4th
Target creature gains mountainwalk.						
Cave People	SC	U	••	Multi	RR1	DK,4th,5th
People get +1/-2 until end of turn when they are attacking. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
Caverns of Despair	EN	R	••	HMc	RR2	LG
No player may attack or block with more than two creatures each turn.						
Chain Lightning	SOR	C	••••	SEv	R	LG
Do 3 damage to any target. The target or target's controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.						
Chandler	SL	C	••	DSh	R4	HL
RRR, T: Destroy target artifact creature. 3/3.						
Chaos Charm	INS	C	•••	SLu	R	MG
Target creature is unaffected by summoning sickness this turn, or Chaos Charm deals 1 damage to a creature; or destroy target wall.						
Chaos Harlequin	SC	R	••	ARa	RR2	AI
R: Remove top card of your library from game. If its a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.						
Chaoslace	INT	R	•	DWi	R	A,B,U,R,4th
Changes the color of a card being played or in play to red.						
Chaos Lord	SC	R	••	BSn	RRR4	IA
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.						
Chaos Moon	EN	R	••	DTu	R3	IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional R. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Chaosphere	EW	R	••••	SLu	R2	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.						
Cinder Cloud	INS	U	•••	Joc	RR3	MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.						
Conquer	EL	U	•••	Multi	RR3	IA,5th
Take control of target land.						
Consuming Ferocity	EC	U	••	SKi	R1	MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.						
Crevasse	EN	U	•	RAl	R2	LG
Creatures with mountainwalk may be blocked.						
Crimson Hellkite	SC	R	•••	GGr	RRR6	MG
Flying. X,T: Do X damage to target creature. Spend R only. 6/6.						
Crimson Kobolds	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	••	Multi	RR2	LG,4th,5th
Flying. R, T: Do 1 damage to an attacking or blocking creature. 2/2.						
Crimson Roc	SC	U	••	IMi	R4	MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.						
Crookshank Kobolds	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	•••	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Death Spark	INS	U	••	MTe	R	AI
Do 1 damage to any target. At end of upkeep, if Spark is in your grav-yard with a creature directly above it, you may pay 1 to pick up Spark.						
Desert Nomads	SC	C	••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
Detonate	SOR	U	•••	RAF	RX	AQ,4th,5th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.						
Disharmony	INS	R	••	BWa	R2	LG
Untap target attacking creature and gain control of it until end of turn.						
Disintegrate	SOR	C	••••	AMa	RX	A,B,U,R,4th,5th
Do X damage to target. If target dies this turn, remove it from game.						
Dragon Whelp	SC	U	•••	AWe	RR2	A,B,U,R,4th
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
Dwarven Armorer	SC	R	••	BWa	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EM	R	•••	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	••	JMe	RX	FE,5th
Do X damage, divided evenly among all of opponent's creatures.						
Dwarven Demolition Team	SC	U	••	KBr	R2	A,B,U
T: Destroy a wall. 1/1.						
Dwarven Lieutenant	SC	U	••	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Miner	SC	U	•••	Joc	R1	MG
2R,T: Destroy target nonbasic land. 1/2.						
Dwarven Nomad	SC	C	•••	MKi	R2	MG
T: Target creature with power 2 or less is unblockable this turn. 1/1.						
Dwarven Pony	SC	R	•	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.						
Dwarven Sea Clan	SC	U	••	AWe	R2	HL
T: At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands.						
Dwarven Soldier	SC	C	••	Multi	R1	FE,5th
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF, OSH. 2/1.						
Dwarven Song	INS	U	•	DFr	R	LG
Change color of any number of target creatures to red until end of turn.						
Dwarven Trader	SC	C	•	MOK	R	HL
1/1.						
Dwarven Vigilantes	SC	C	••	PVe	R2	VS
If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2.						
Dwarven Warriors	SC	C	•••	DSh	R2	A,B,U,R,4th,5th
T: A creature of power no greater than 2 becomes unblockable. 1/1.						
Dwarven Weaponsmith	SC	U	••	MPo	R1	AQ,R
T, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.						
Earthbind	EC	C	••	QHo	R	A,B,U,R
Do 2 damage to and remove flying ability from target flying creature.						
Earth Elemental	SC	U	••	DFr	RR3	A,B,U,R,4th
4/5.						
Earthquake	SOR	R	••••	Multi	RX	A,B,U,R,4th,5th
Do X damage to all players and non-flying creatures in play.						
Elkin Lair	EW	R	••	JTi	R3	VS
During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.						
Ekundu Cyclops	SC	C	•••	RBl	R3	MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.						
Emberwilde Djinn	SC	R	•••	MDr	RR2	MG
Flying. During each player's upkeep, he or she may pay RR or 2 life to gain control of Emberwilde Djinn. 5/4.						
Enslaved Scout	SC	C	••	RGu	R2	AI
2: Mountainwalk until end of turn. Two versions. 2/2.						
Eron the Relentless	SL	U	••••	CRu	RR3	HL
RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.						
Errantry	EC	C	•••	Multi	R1	IA,5th
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Eternal Flame	SOR	R	•	MPo	RR1	DK
Do X damage to target opponen, where X is the number of mountains you control. Lose half that amount of life, rounding up.						

Eternal Warrior EC C ●●●● AMa R LG,4th,5th
Target creature does not tap to attack.
Evaporate SOR U ●● ARa R2 HL
Deal 1 damage to each blue and white creature.
• **Falling Star** SOR R ● DSh R2 LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Star touches takes 3 damage and taps if it survives.

Goblin Kites EN U ●● AMa R1 FE
R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.
Goblin Mutant SC U ●●● DGe RR2 IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.





Stone Giant and Blood Lust: It's true that what goes up must come down—but no one ever remembers to add, "and the harder it comes down on your opponent, the better." Not only does Blood Lust make your hapless projectile critter pack a punch, it also decreases its toughness, ensuring that the Giant can handle it.

False Orders INS C ●●● AMa R A,R,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.
Feint INS C ● BSn R LG
Tap all creatures blocking target creature. Target deals no damage.
Final Fortune INS R ●●● DAG RR MG
Take another turn. You lose the game at the end of that turn.
Fire Drake SC U ●● CRu RR1 DK,CH,5th
Flying. R: +1/+0. Only one R can be used in this manner. 1/2.
Fire Elemental SC U ●● MBe RR3 A,B,U,R,4th
5/4.
Fireball SOR C ●●●● MTe RX A,B,U,R,4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.
Fireblast INS C ●●● MDa RR4 VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.
Firebreathing EC C ●●● Multi RA,B,U,R,4th,MG,5th
R: +1/+0. Artists: DFr, MKe (Mirage).
Firestorm Phoenix SC R ●●● JMe RR4 LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.
Fissure INS C ●●● DSh RR3 DK,4th
Bury target land or creature.
Flame Elemental SC ★ U ●● RKF RR2 MG
R,T, Sacrifice; Do damage = Elemental's power to a creature. 3/2.
Flame Spirit SC U ●● JRa R4 IA,5th
R: +1/+0 until end of turn. 2/3.
Flare INS C ●● Multi R2 IA,MG,5th
Flare does one damage to any target. Draw a card at the beginning of the next turn. Artists: DTu, GSi (Mirage).
Flashfires SOR U ●●● DWi R3 A,B,U,R,4th,5th
Destroy all plains in play.
• **Fork** INT R ●●●●● AWe RR A,B,U,R
Duplicate a sorcery or instant just cast. You choose the new target.
Frost Giant SC U ●● DGe RRR3 LG
Rampage: 2. 4/4.
Game of Chaos SOR R ●● Multi RRR IA,5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.
Giant Strength EC C ●●● Multi RR LG,4th,5th
Make target creature +2/+2.
Glacial Crevasses EN R ●● MRa R2 IA
0: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.
Glyph of Destruction INS C ● SVC R LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.
Goblin Artisans SC U ● JBa R AQ, CH
T: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.
Goblin Balloon Brigade SC U ●●● ARu R A,B,U,R,4th
R: Gains flying until end of turn. 1/1.
Goblin Caves EL C ●● DTu RR1 DK
If target land is a basic mountain, all Goblins gain +0/+2.
Goblin Chirurgeon SC C ● Multi R FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.
Goblin Digging Team SC C ● Multi R DK,5th
T: Sacrifice Digging Team to destroy target wall. 1/1.
Goblin Elite Infantry SC C ●● RBi R1 MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.
Goblin Flotilla SC R ●●● TWa R2 FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.
Goblin Grenade SOR C ●●● Multi R FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp
Goblin Hero SC C ●● Multi R2 DK,5th
2/2.
Goblin King SC R ●● Multi RR1 A,B,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.

Goblin Recruiter SC U ●●● SKi R1 VS
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order. 1/1.
Goblin Rock Sled SC C ● DDe R1 DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.
Goblin Sappers SC C ●● JMe R1 IA
RR, T: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. RRRR, T: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.
Goblin Scouts SOR U ●●● GDa RR3 MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.
Goblin Shrine EL C ●● RSp RR1 DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.
Goblin Ski Patrol SC C ● MPo R1 IA
R1: Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.
Goblin Soothsayer SC U ●●● RBi R MG
R, T: Sacrifice Goblin: All red creatures get +1/+1 til end of turn. 1/1.
Goblins of the Flarg SC C ●●● TWa R DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.
Goblin Snowman SC U ●● DGe R3 IA
Snowman neither takes nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.
Goblin Swine-Rider SC C ●● Multi R VS
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1. Artists: GDa & RKa.
Goblin Tinkerer SC C ●●● HKi R1 MG
R,T: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.
Goblin War Drums EN C ●●● Multi R2 FE,5th
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.
Goblin Warrens EN R ●●● DFr R2 FE,5th
R2: Sacrifice 2 Goblins to put 3 1/1 red Goblin tokens into play.
Goblin Wizard SC U ●● DGe RR2 DK
T: Put a Goblin from your hand directly into play.R: Give target Goblin protection from white until end of turn. 1/1.
Gorilla Shaman SC U ●●●● AWa R AI
XX1: Destroy target non-creature artifact with casting cost of X. 1/1.
Gorilla War Cry INS C ● BWa R1 AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.
Granite Gargoyle SC R ●●● CRu R2 A,B,U,R
Flying. R: +0/+1. 2/2.
Gravity Sphere EW R ●●● BSn R2 LG
All creatures lose flying ability.
Gray Ogre SC C ● DFr R2 A,B,U,R,4th
2/2.
Grizzled Wolverine SC C ●● CBr RR1 IA
R: +2/+0. Use only when Wolverine is blocked and only once. 2/2.
Guerrilla Tactics INS C ●●● RAF R1 AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.
Hammer of Bogardan SOR R ●●●● RSp RR1 MG
Do 3 damage to any target. RRR2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.
Heart Wolf SC R ●● MOK R3 HL
First strike. T: Target dwarf gets first strike and +2/+0. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.
Hearth Charm INS C ●● GSp R VS
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.
Heat Wave EN U ●● SKi R1 VS
Cumulative upkeep: R. Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

Hill Giant SC C ●● AMa R3 A,B,U,R,4th,5th
3/3.
Hivis of the Scale SL R ●●● AMa RR3 MG
You may choose not to untap Hivis. E: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/1.
Hulking Cyclops SC U ●●● TMo RR3 VE
Hulking Cyclops cannot block. 5/5.
Hurloon Minotaur SC C ●● AMa RR1 A,B,U,R,4th,5th
2/3.
Hurr Jackal SC R ●● DTu R AQ, 4th
T: Prevent creature from regenerating this turn. 1/1.
Hyperion Blacksmith SC U ●● DFr RR1 DK
T: Tap or untap target artifact opponent controls. 2/2.
Illicit Auction SOR R ●●● SKi RR3 MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses an amount of life equal to the high bid and gains control of the creature.
Immolation EC C ●●● SKi R DK, 4th
Make target creature +2/-2.
Imposing Visage EC C ●● Multi R IA,5th
Target creature cannot be blocked by less than 2 creatures.
Incinerate INS C ●●●●● Multi R1 IA,MG,5th
Do three damage to any target. Creature may not regenerate.
Inferno INS R ●●● Multi RR5 DK,4th,5th
Do 6 damage to all players and all creatures.
Ironclaw Curse EC R ●● DDe R IA,5th
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.
Ironclaw Orcs SC C ●●● AMa R1 A,B,U,4th,5th
May only block creatures of power equaling 1 or less. 2/2.
Jokulhaups SOR R ●●●● Multi RR4 IA,5th
Bury all artifacts, creatures, and lands.
Joven SL C ●● DSh RR3 IAL
RRR, T: Destroy target non-creature artifact. 3/3.
Kaervek's Torch SOR C ●●●● JCo RX MG
Interrupts that target Kaervek's Torch each cost an additional 2 to play. Kaervek's Torch deals X damage to target creature or player.
Karplusan Giant SC U ●● DGe R6 IA
0: Tap a snow-covered land you control to give Giant +1/+1. 3/3.
Karplusan Yeti SC R ●●● QHo RR3 IA
T: Yeti and target do their power in damage to each other. 3/3.
Keeper of Kookus SC C ●● SHa R VS
R: Protection from red until end of turn. 1/1.
Keldon Warlord SC U ●● KBr RR2 A,B,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.
Kird Ape SC C ●●●● KMe R AQ,R
Gains +1/+2 if you have at least one forest in play. 1/1.
Kobold Drill Sergeant SC U ● JBa R1 LG
Give all your Kobolds +0/+1 and trample. 1/2.
Kobold Overlord SC R ● JBa R1 LG
First strike. Give all your Kobolds first strike. 1/2.
Kobolds of Kher Keep SC C ● JBa 0 LG
0/1.
Kobold Taskmaster SC U ● RAF R1 LG
Give all your Kobolds +1/+0. 1/2.
Kookus SC R ●●● SHa RR3 MG
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able. R: +1/+0 until end of turn. 3/5.
Land's Edge EW R ●●● BSn RR1 LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.
Lava Burst SOR C ●●●● TWa RX IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.
Lightning Bolt INS C ●●●●● CRu R A,B,U,R,4th
Do 3 damage to one target.
Lightning Cloud EN R ●●● JMa R3 AQ
R: Lightning Cloud deals 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.
Lightning Reflexes EC C ●●● TKy R1 MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.
Magnetic Mountain EN R ●● SVC RR1 AQ,R,4th
To untap a blue creature, controller must spend four during upkeep.
Manabarbs EN R ●●● Multi R3 A,B,U,R,4th,5th
Do one damage to controller whenever he draws mana from any land.
Mana Clash SOR R ● MKe R DK,4th,5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.
Mana Flare EN R ●●● CRu R2 A,B,U,R,4th,5th
Each land produces an extra mana of its normal type.
Mârton Stromgald SL R ●●● WPe RRC A
If Mârton attacks, all other attacking creatures gain +* +* until end of turn, where * equals the number of other attacking creatures. If Mârton blocks, all other blockers gain +*/+* until end of turn.
Melee INS U ●● DRe R4 A
Cast on your turn during combat, before defense is chosen. Choose how many attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.
Melting EN U ●● MKe R3 A
All snow-covered lands turn into non-snow-covered ones of same type.
Meteor Shower SOR C ●●● RSp RRR IA
Do X+1 damage divided among any number of targets.
Mijae Djinn SC R ●●● SVC RRR AQ,R
If Djinn attacks, flip a coin. If opponent wins, Djinn tags four defenders. 6/3.
Mob Mentality EC U ●● MKe R VE
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +* -* until end of turn, where * equal to the number of attacking creatures.

ART Artifact CU Cumulative Upkeep EE Enchant Enchantment EW Enchant World LAN Land SL Summon Elemental
AC Artifact Creature EA Enchant Artifact EI Enchant Land MS Instant SO Summon Legend
CR Creature Enchantment EC Enchant Creature EN Enchantment MR Mana Source SR Summon Wall

players guide

Mons's Goblin Raiders SC C • Multi R A,B,U,R,4th,5th
1/1.

Mountain Goat SC C ●●● CBr R IA,5th
Mountainwalk. 1/1.

Mountain Yeti SC C ●●● BFr RR2 LG, CH
Mountainwalk, protection from white. 3/3.

Mudslide EN R ●● BSn R2 IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.

Nalathni Dragon SC R ●● MWe RR2 PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.

Ogre Enforcer SC R ●●● PVe RR3 VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.

Omen of Fire INS R ●●● PVe RR3 AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.

Orc General SC U • JMy R2 DK
T: Sacrifice Orc or Goblin to give all Orcs +1/+1 til end of turn. 2/2.

Orcish Artillery SC U ●●● Multi RR1 A,B,U,R,4th,5th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.

Orcish Cannoneers SC U ●●● DFr RR1 IA
T: Does 2 damage to any target and 3 damage to you. 1/3.

Orcish Captain SC U ●● Multi R FE,5th
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.

Orcish Conscripts SC C • DSh R IA,5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.

Orcish Farmer SC C ●●● DFr RR1 IA,5th
T: Turn target land into a swamp until its controller's next untap. 2/2.

Orcish Healer SC U ●● , QHo RR IA
RR, T: Target creature may not regenerate. RBB, T: Regenerate a black or green creature. RGG, T: Regenerate a black or green creature. 1/1.

Orcish Librarian SC R ●●● PFo R1 IA
R, T: Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library. 1/1.

Orcish Lumberjack SC C ●●●● DFr R IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.

Orcish Mechanics SC C ●● PVe R2 AQ
T, Sacrifice an artifact: Do 2 points of damage to any target. 1/1.

Orcish Mine EL U ●● KFo RR1 HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orcish Mine deals 2 damage to land's controller.

Orcish Oriflamme EN U ●●● OFr R3 A,B,U,R,4th,5th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.

Orcish Spy SC C ●●● Multi R FE
T: Look at the top 3 cards in target player's library. 1/1.

Orcish Squatters SC R ●●● RKF R4 IA,5th
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.

Orcish Veteran SC C ●●● Multi R2 FE
Cannot block white creatures of power greater than 1. R: First strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.

Orgg SC R ●●●● DGe RR3 FE,5th
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6

Panic INS C ●● Multi R IA,5th
Target may not block. Draw a card at the beginning of the next turn.

Pillage SOR U ●●●● RKF RR1 AI
Bury target artifact or land.

Power Surge EN R ●● DSh RR A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each land that had been untapped.

Primitive Justice SOR U ●●● AWa R1 AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.

Primordial Ooze SC U ●● Multi R LG,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1.

Pyric Salamander SC C ●● TRo R1 MG
R: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.

Pyroblast INT C ●●●● KFo R IA,5th
Counter target blue spell or destroy target blue permanent.

Pyrodasm SOR U ●●●● PMo R1 IA
Do 2 damage to each creature.

Pyrokinesis INS U ●●● RSp RR4 AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.

Pyrotechnics SOR U ●●● AMa R4 LG,4th,5th
Do 4 damage divided any way among any number of targets.

Quarum Trench Gnomes SC R ●●● DFr R3 LG
T: Target plains produce 1 instead of W until end of game. 1/1.

Raging Bull SC C • RAF R2 LG
2/2.

Raging Gorilla SC C ●● TKy R2 VS
If Gorilla blocks or is blocked; it gets +2/-2 until end of turn. 2/3.

Raging River EN R ●●● SEv RR A,B,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.

Raging Spirit SC C ●● SFr R3 MG
2: Raging Spirit is colorless until end of turn. 3/3.

Raiding Party EN U ●●● QHo R2 FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains.

Reckless Embermage SC R ●●● TKy R3 MG
R1: Mage does 1 damage to any target and 1 damage to itself. 2/2.



Game of Chaos: With the Game of Chaos, all caution is thrown to the wind (read: this card is for those that like to have fun). Thanks to the doubling-effect after each flip, the only flip that matters is the last one, so if you're opponent wins a flip, try and goad him into going again. The ultimate is if you can reduce the outcome of the game to one flip. Heads or tails, baby...

Red Elemental Blast INT C ●●●● RTh R A,B,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.

Reign of Chaos SOR U ●●● KRa RR2 MG
Destroy target plains or island and target white or blue creature.

Relentless Assault SOR R ●●●● Multi RR2 VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn. Artists: GDa & JRa.

Retribution SOR U ●● MTe RR2 HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.

Rock Hydra SC R ●● JMe R A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.

Roc of Kher Ridges SC R ●●●● ARa R3 A,B,U,R
Flying. 3/3.

Rock Slide INS C ●●● MKe RX VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Rogue Skycaptain SC R ●●● RAF R2 AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.

Rukh Egg SC C ●●●● CRu R3 AN
If destroyed, a 4/4 flying red creature enters play at end of turn. 0/3.

Sabretooth Tiger SC C ●● MBe R2 IA,5th
First strike. 2/1.

Searing Spear Askari SC C ●●●● RKF R2 MG
Flanking. R1: Cannot be blocked by only one creature this turn. 2/2.

Sedge Troll SC R ●●● DFr R2 A,B,U,R
B: Regenerates. Gains +1/+1 if you control any swamps. 2/2.

Shatter INS C ●●● Multi R1 A,B,U,R,4TH,IA,5th
Destroy target artifact.

Shatterstorm SOR R ●●● Multi RR2 AQ,R,5th
Bury all artifacts in play.

Shivan Dragon SC R ●●●● MBe RR4 A,B,U,R,4th,5th
Flying. R: +1/+0. 5/5.

Sirocco INS U ●● ARa R1 MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.

Sisters of the Flame SC C ●● JMy RR1 DK,4th
T: Add R to your mana pool (play as a mana source). 2/2.

Smoke EN R ●● Multi RR A,B,U,R,4th,5th
Each player may only untap one creature during untap phase.

Soldier of Fortune SC U ●●● DSh R AI
R, T: Target player shuffles his library. 1/1.

Soltatara INS C ●● OPe R2 VS
Target player cannot play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.

Song of Blood SOR C ●● EPe R1 VS
Put the top four cards from your library into your graveyard. For each creature card put into your graveyard in this way, all creatures that attack this turn get +1/+0 until end of turn.

Spinal Villain SC R ●●● AMa R2 LG
T: Destroy target blue creature. 1/2.

Spitting Drake SC U ●● Multi R3 VS
Flying. R: +1/+0 until end of turn. You can't spend more than R in this way each turn. 2/2. Artists: GDa & IRa.

Spitting Earth SOR C ●●● BSn R1 AQ
R: Do 1 damage to a creature equal to number of mountains you control.

Stone Giant SC U ●● Multi RR2 A,B,U,R,4th,5th
T: Give one of your creatures with toughness less than "3" power "3" until end of turn. Target creature is killed at end of turn. 3/4.

Stonehands EL C ●●● BFr R2 A
Target creature gains +0/+2 R. Gains +1/+0 until end of turn

Stone Rain SOR C ●●● Multi R2 Rare
Sets Found: A,B,U,R,4TH,IA,WG 5th
Destroy any one land. Artists: DGe, TRo. Misprint:

Stone Spirit SC C ●●● Multi RR4 A,5th
Stone Spirit cannot be blocked by flying creatures. 4/3.

Storm Shaman SC C ●●● CHe R2 A
R: +1/+0 until end of turn. Two versions: G 4

Storm World EW R ●● CBu R LG
During upkeep do 1 damage to players for each card in hand below 4

Subterranean Spirit SC R ●●● JRo RR3 MG
Protection from red. T: Do 1 damage to each non-flying creature. 3/3.

Suq'Ata Lancer SC C ●●●● JMi R2 PR
Flanking. Suq-Ata Lancer is unaffected by summoning sickness. 2/2.

Talruum Champion SC C ●● PVe R4 PR
First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.

Talruum Minotaur SC C ●●● PVe RR2 MG
Talruum Minotaur is unaffected by summoning sickness. 3/3

Talruum Piper SC U ●● PVe R4 PR
All creatures with flying able to block Talruum Piper do so. 3/3.

Telim'Tor SL R ●●● KWa R4 MG
Flanking. If Telim attacks, all attacking flankers get +1/+1. 2/2.

Telim'Tor's Edict INS R ●● KWa R MG
Remove from the game target permanent you own or control. Caution.

• **Tempest Efreet** SC R • NTh RRR1 LG,4th
T, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.

Tor Giant SC C ●● DSh R3 IA
3/3.

Torrent of Lava SOR R ●●● KRa RRX MG
Do X damage to each creature without flying. Each creature gains "T: Prevent 1 damage to this creature from Torrent of Lava."

Total War EN R ●● DTu R3 IA
When any player attacks, destroy all untapped non wall creatures that don't attack. Does not affect creatures that came into play this turn.

Tremor SOR C ●● MDa R VS
Tremor deals 1 damage to each creature without flying.

Tunnel SOR U • DFr R A,B,U,R,4th
Bury one wall.

Two-Headed Giant of Foriys SC R ●●● AMa R4 A,B,U
Trample. May block two creatures in combat. 4/4.

Uthden Troll SC U ●● DSh R2 A,B,U,R,4th
R: Regenerates. 2/2.

Varchild's Crusader SC C ●● MPo R3 A
0: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.

Varchild's War-Riders SC R ●● SVC R1 AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.

Vertigo INS U ●●● DTu R IA
Do 2 damage to target flying creature, which loses flying this turn.

Veteran's Voice EC C ●● ARu R A
Play on a creature you control. 0: Top creature to give any other target creature +2/+1 until end of turn. Two versions.

Viashino Sandstalker SC U ●●● ARo RR1 AQ
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.

Viashino Warrior SC C ●● RRa R3 MG
4/2.

Volcanic Dragon SC R ●●● JJo RR4 MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.

Volcanic Geyser INS U ●●● DOC RRX MG
Volcanic Geyser deals X damage to target creature or player.

Wall of Dust SC U • RTh R2 LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.

Wall of Earth SC C ●● RTh R1 IA
0/6.

Wall of Fire SC U ●● Multi RR1 A,B,U,R,4th,5th
R: +1/+0. 0/5.

Wall of Heat SC C ●● RTh R2 LG, CH
2/6.

Wall of Lava SC U ●● PVe RR1 IA
R: +1/+1 until end of turn. 1/3.

Wall of Opposition SC U ●●● HMc RR3 LG, CH
1: +1/+0 until end of turn. 0/6.

Wall of Stone SC U ●● Multi RR1 A,B,U,R,4th,5th
0/8.

• **Wheel of Fortune** SOR R ●●●●● DGe R2 A,B,U,R
All players must discard their hands and draw seven new cards.

Wildfire Emissary SC U ●●●● RKF R3 MG
Protection from white. R1: +1/+0 until end of turn. 2/4.

Windseeker Centaur SC R ●● AMa RR1 MG,CH
Does not tap to attack. 2/2.

Winds of Change SOR R ●●● Multi R LG,4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.

Winter Sky SOR R ●● MKi R IA
Flip a coin. If you win, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.

Word of Blasting INS U ●● KMe R1 A,5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.

Ydwen Efreet SC R ●● DTu RRR AI
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

Zirilan of the Claw SL R ●●● ARo RR3 MG
RR1,T: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.

Name / Description — Kind — CR — Rating — Artist — Cost — Sets Found

WHITE

Abbey Gargoyles SC U ●●● CRu WWW2 HL,5th
Flying. Protection from red. 3/4.

Abbey Matron SC C ●● MKi W2 HL
W, T: +0/+3 till end of turn. Two versions. 1/3.

Abu Ja'far SC U ●●● KMe W AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.

Adarkar Unicorn SC C ●● QHo WW1 IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.

Afterlife INS U ●● PVe W2 MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.

Akron Legionnaire SC R ● MPo WW6 LG,CH,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.

Alaboster Potion INS C ●●● HMc WWX LG,4th,5th
Give target player X life or prevent X damage to any target.

Alarum INS C ●●● ARo W1 MG
Untap target non-attacking creature and give it +1/+3 this turn.

Amrou Kithkin SC C ●● QHo WW LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.

Angelic Voices EN R ●●● JBa WW2 LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.

Angry Mob SC U ●●● DTu WW2 DK,4th,5th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.

Animate Wall EC R ● Multi W A,B,U,R,4th,5th
Target wall may now attack.

Archangel SC R ●●● CRu WW5 VS
Flying. Attacking does not cause Archangel to tap. 5/5.





Castle and Shield Wall: Dropping a Castle makes your minions tough to beat, so when they become tapped, your opponent will probably try to seize the opportunity to deal some damage. Take advantage of this likelihood by launching an all-out attack, and when your opponent tries to catch your forces with their defensive pants down, cast Shield Wall and say innocently, "They took the castle with them!"

Arctic Foxes SC C ● MPo W1 IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.

Arenson's Aura EN C ●●● Multi W2 IA,5th
W: Sacrifice an enchantment to destroy another enchantment. 3WU: Counter an enchantment as it is being cast.

Argivian Archaeologist SC R ●●●● AMe WW1 AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.

Argivian Blacksmith SC C ● BEa WW1 AQ
T: Negate 2 damage to target artifact creature. 2/2.

Armageddon SOR R ●●●●● JMy W3 A,B,U,R,4th,5th
Destroy all lands in play.

Armor of Faith EC C ●●● AMo W IA,5th
Target creature gains +1/+1. W: +0/+1.

Army of Allah INS C ●●● BSn WW1 AN
+2/+0 to all attacking creatures until end of turn.

Artifact Ward EC C ●● DSh W AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.

Auspicious Ancestor SC R ●●● ZSa W3 MG
If put into the graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.

Aysen Bureaucrats SC C ●●● Multi W1 HL,5th
T: Tap target creature with power no greater than 2. 1/1.

Aysen Crusader SC R ●● NTh WW2 HL
X equals number of heroes in play. 2+X/2+X.

Aysen Highway EN R ●● NTh WWW3 HL
All white creatures gain plainswalk.

Balance SOR R ●●●●● MPo W1 A,B,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.

Battle Cry INS U ●● DSh W2 IA
Untap all your white creatures. All blockers get +0/+1 this turn.

Beast Walkers SC R ● HHu WW1 HL
G: Bonding until end of turn. 2/2.

Benalish Hero SC C ●● DSh W A,B,U,R,4th,5th
Bands. 1/1.

Benevolent Unicorn SC C ●●● DCh W1 MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.

Black Scarab EC U ●● KFo W IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.

Black Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from black.

Blaze of Glory INS R ● RTh W A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage.

Blessed Wine INS C ●● KFo W1 IA,5th
Gain 1 life. Draw a card at the beginning of the next turn.

Blessing EC R ●●● JBa WW A,B,U,R,4th
W: +1/+1.

Blinding Light SOR U ●● HKi W2 MG
Tap all non-white creatures.

Blinking Spirit SC R ●●●● LWi W3 IA,5th
0: Blinking Spirit returns to its owner's hand. 2/2.

Blood of the Martyr INS U ●● CRu WWW DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.

Blue Scarab EC U ●● AWe W IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.

Blue Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from blue.

Brainwash EC C ●● Multi W DK,4th,5th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.

Call to Arms EM R ●●● RGa W1 IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.

Camel SC C ● SEv W AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.

Caribou Range EL R ●● Multi WW2 IA,5th
WW: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a token to gain 1 life.

Carrier Pigeons SC C ● PMo W3 AI
Flying. Contrip. 1/1.

Castle EN U ●●● Multi W3 A,B,U,R,4th,5th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.

Celestial Dawn EN R ●●●● LDa WW1 MG
All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are W.

Circle of Protection: Artifacts EN U ●●● PVe W1 AQ,4th,5th
2: Prevent all damage against you from an artifact source.

Circle of Protection: Black EN C ●●● JMulti W1 B,U,R,4TH,IA,5th
1: Prevent all damage to you from one black source.

Circle of Protection: Blue EN C ●●● Multi W1 A,B,U,R,4TH,IA,5th
1: Prevent all damage to you from one blue source.

Circle of Protection: Green EN C ●●● Multi W1 A,B,U,R,4TH,IA,5th
1: Prevent all damage to you from one green source.

Circle of Protection: Red EN C ●●● Multi W1 A,B,U,R,4TH,IA,5th
1: Prevent all damage to you from one red source.

Circle of Protection: White EN C ●●● Multi W1 A,B,U,R,4TH,IA,5th
1: Prevent all damage to you from one white source.

Civic Guildmage SC C ●●● ARo W MG
G,T: Target creatures gets +0/+1 until end of turn. U,T: Put target creature you control on top of owner's library. 1/1.

Cleanse SOR R ●●● PFo WW2 LG
Destroy all black creatures in play.

Cleansing SOR R ●● PVe WWW DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.

Clergy of the Holy Nimbus SC C ●● DGe W LG
If killed, Clergy regenerate unless opponent pays 1. 1/1.

Cold Snap EN U ● RGa W2 IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.

Combat Medic SC C ●●● Multi W2 FE
W1: Prevent 1 damage to a player or creature. 0/2.

Consecrate Land EL U ●●● JMe W A,B,U
Target land is immune from all effects that would destroy it.

Conversion EN U ●●● JMy WW2 A,B,U,R,4th
All mountains are now plains. You must pay WW during upkeep.

Cooperation EC C ●● PFo W2 IA
Target creature gains banding.

Crusade EN R ●●●● Multi WW A,B,U,R,4th,5th
All white creatures gain +1/+1.

Damping Field EN U ● JHa W2 AQ
No one may untap more than one artifact during his untap phase.

Daraja Griffin SC U ●● SGr W2 FE
Flying. Sacrifice Daraja Griffin: Destroy target black creature. 1 W.

D'Avenant Archer SC C ●● DSh WW1 IA,5th
T: Do 1 damage to attacking or blocking creature. 1/2.

Dazzling Beauty INS C ●● HMc W2 AQ
Play only when defense is chosen. Target unblocked creature is considered blocked. Draw a card at the beginning of the next turn's upkeep.

Death Speakers SC U ●● Multi W 4L,5th
Protection from black. 1/1.

Death Ward INS C ●● Multi W A,B,U,R,4th,IA,5th
Regenerates target creature.

Disempower INS C ●● JMa W1 MG
Put target artifact or enchantment on top of owner's library.

Disenchant INS C ●●●●● Multi W1 Lim
Destroy target enchantment or artifact. Sets found: A,B,U,R,4th,IA,MG 5th

Divine Intervention EN R ●● AWe WW6 LG
Put 2 counters on Divine Intervention. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.

Divine Offering INS C ●●●● Multi W1 LG,MG,5th
Destroy target artifact, gaining life equaling casting cost of artifact.

Divine Retribution INS R ●● CGi W1 MG
Do 1 damage to target attacking creature for each attacking creature.

Divine Transformation EC U ●●● NTh WW2 LG,4th,5th
Give target creature +3/+3.

Drought EN U ●●● Nth WW2 IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.

Dust to Dust SOR C ●●● Multi WW1 DK,5th
Remove any two target artifacts from the game.

Ektundu Griffin SC C ●●● DCh W3 MG
Flying, first strike. 2/2.

Elder Land Wurm SC R ● QHo WWW4 LG,4th
Trample. Cannot attack until it has been assigned to block. 5/5.

Elvish Healer SC C ●●● REm W2 IA
T: Prevent 1 damage to a target or 2 damage to a green creature. 1/2.

Enchanted Being SC C ● DSh WW1 LG
Takes no combat damage from enchanted creatures. 2/2.

Enduring Renewal EN R ●●● HMc WW2 IA
Play with your hand face up. If you a draw a creature discard it. When a creature goes to your graveyard from play, return it to your hand.

Energy Storm EN R ●●●● SEv W1 IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.

Enlightened Tutor INS U ●●●● DFr W MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of it.

Equinox EL C ●● SVC W LG
Tap target land to counter a spell that destroys your land.

Equipoise EN R ●● ARe W2 VS
During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures.

Errand of Duty INS C ●●● JBa W1 AI
Put a Knight token into play. Treat as a 1/1 white banding creature.

Ethereal Champion SC R ●●● TNi WWW2 MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.

Exile INS R ●●●● RAl W2 AI
Remove target non-white attacker from game. Gain life = toughness.

Exorcist SC R ●●● DTu WW DK
W1, T: Destroy target black creature. 1/1.

Eye for an Eye INS R ●●● MPo WW AN,R,4th,5th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.

Eye of Singularity EW R ●● EPe W3 VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.

Farmstead EL R ● MPo WWW A,B,U,R
Once per turn, during your upkeep, you may spend WW to gain 2 life.

Farrel's Mantle EC U ●●● AWo W2 FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.

Farrel's Zealot SC C ●● Multi WW FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, BSF. 2/2.

Farrelite Priest SC U ● PFo WW1 FE
1: Add W to mana pool. Bury if more than 3 is spent in one turn. 1/1.

Fasting EN U ●● DSh W DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.

Favorable Destiny EC U ●●● DGe W MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +2/+2.

Femeref Healer SC C ●●● Sim W1 MG
T: Prevent 1 damage to any creature or player. 1/2.

Femeref Knight SC C ●●●● Mir WW2 MG
Flanking. W: Attacking does not cause Knight to tap this turn. 2/2.

Femeref Scouts SC C ●● ZEn WW2 MG
1/4.

Festival INS C ●● MPo W DK
Opponent may not attack this turn. Play during opponent's upkeep.

Fire and Brimstone INS R ● JMe WWG DK
Do 4 damage to target player and 2 damage to you. Now may be cast if that opponent has declared no attack this turn.

Formation INS R ●● CMa W1 IA
Give target creature banding until end of turn. Counter.

Fortified Area EM C ●● KMF WW1 LG
Give all your walls +1/+1 and banding.

Freewind Falcon SC C ●● UFr W1 VS
Flying, protection from red. 1/1

Fylgja EC C ●●● EBe W IA
Put 4 counters on Fylgja. 0: Remove a counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a counter on Fylgja.

players guide

Name — Description	Kind	CR	Rating	Artist	Cost	Sets Found
General Jarkeld — T: Exchange two blockers without creating an illegal block. 1/2.	SL	R	●●	RTh	W3	IA
Glyph of Life — Gain life equal to the damage done to target wall by an attacker.	INS	C	●	SVC	W	LG
Gossamer Chains — Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.	EN	C	●●	SLu	WW	VS
Great Defender — Give target +0/+X until end of turn, where X is the creature's cost.	INS	U	●●	MPo	W	LG
Great Wall — Creatures with plainswalk may be blocked.	EN	U	●	SEv	W2	LG
Greater Realm of Preservation	EN	U	●●●	Multi	W1	LG,5th
W1: Prevent all damage to you from a red or black source.						
Green Scarab — Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	●●	NLe	W	IA
Green Ward — Target creature gains protection from green.	EC	U	●●	DFr	W	A,B,U,R,4th
Guardian Angel — Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	●	AMa	WX	A,B,U,R
Hallowed Ground — WW: Return a non-snow-covered land you control to its owner's hand.	EN	U	●●●	DSh	W1	IA
Hand of Justice — T: Tap 3 white creatures you control to destroy target creature. 2/6.	SC	R	●●●	MBe	W5	FE
Hazduhr the Abbot — X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.	SC	R	●●	DFr	WW3	HL
Heal — Prevent 1 damage to any target. Cantrip.	INS	C	●●	MTe	W	IA,5th





Jade Monolith and Reverse Damage: So, your opponent's attacking with a 9/1 Blood Lusted Yavimaya Ant and all you have is a Goblin Artisan? No problem! Block the bug and redirect the damage to yourself with the Monolith. The Ant dies, but what to do with nine points of damage? How about casting Reverse Damage, and *gain* nine life instead? And more importantly, your Artisan lives!

Name — Description	Kind	CR	Rating	Artist	Cost	Sets Found
Healing Salve — Gain 3 life, or prevent up to 3 damage. Artists: DFr, HtG (Mirage).	INS	C	●●●	Multi	W	A,B,U,R,4th,MG,5th
Heaven's Gate — Change the color of one or more creatures to white until end of turn.	INS	U	●●	DSh	W	LG
Heroism — Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay R2 so an attacker may deal damage normally.	EN	U	●	MPo	W2	FE
Hippurion — Cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.	SC	U	●●	Multi	W1	IA,5th
Holy Armor	EC	C	●●	MBe	W	A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1.						
Holy Day — Creatures attack and block as normal but deal no damage.	INS	C	●	JHa	W	LG
Holy Light — Give all non-white creatures -1/-1 until end of turn.	INS	C	●●●	DTu	W2	DK
Holy Strength — Target creature gains +1/+2.	EC	C	●●	AMa	W	A,B,U,R,4th,5th
Honorable Passage — Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.	INS	U	●●●	JMi	W1	VS
Hope Charm — Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.	INS	C	●●	GSp	W	VS
Icatian Infantry — 1: Banding. 1: First strike. Artists: EBe, CRu, DSh, DTu. 1/1.	SC	C	●●	Multi	W	FE
Icatian Javelineers — Put a Javelin counter on Javelineers when cast. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	●●●	Multi	W	FE
Icatian Lieutenant — W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	●●	PVe	WW	FE
Icatian Moneychanger — Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.	SC	C	●●	EBe, MBe, DTu	W	FE
Icatian Phalanx — Bands. 2/4.	SC	U	●●	KFo	W4	FE,5th
Icatian Priest — WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	●●	DTu	W	FE
Icatian Scout — 1, T: Give target creature first strike. Artists: RAl, PFo, RKF, DSh. 1/1.	SC	C	●●	Multi	W	FE,5th
Icatian Skirmishers — Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	●●	HHu	W3	FE
Icatian Town — Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	●●●	TWa	W5	FE,5th
Illumination — Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.	INT	U	●●●	DOC	WW	MG
Indestructible Aura — Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	●●	MPo	W	LG
Infantry Veteran — T: Target attacking creature gets +1/+1 until end of turn. 1/1.	SC	C	●●	CRu	W	VS
Infinite Authority — After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.	EC	R	●●	DSh	WWW	LG, CH
Inheritance — 3: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.	EN	U	●●	KFo	W	AI
Iron Tusk Elephant — Trample. 3/3.	SC	U	●●	TRo	W4	MG
Island Sanctuary — If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.	EN	R	●●	MPo	W1	A,B,U,R,4th,5th
Ivory Charm — Choose one—all creature get -2/-0 until end of turn; or prevent one damage to any creature or player; or tap target creature.	INS	C	●●	GGr	W	MG
Ivory Gargoyle — Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Gargoyle from the game. 2/2.	SC	R	●●●●	QHo	W4	AI
Ivory Guardians — Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.	SC	U	●●	Multi	WW4	LG,CH,5th
Jabari's Influence — Play only after combat. Gain control of target non-AC that attacked you this turn and put a -0/-1 counter on it.	INS	R	●●●	GGr	WW3	MG
Jamuraan Lion — W, T: Target creature cannot block this turn. 3/1.	SC	C	●●	SGr	W2	VS
Jihad — +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	●●●	BSn	WWW	AN
Juniper Order Advocate — If Advocate is untapped, all your green creatures get +1/+1. 1/2.	SC	U	●●●	DSh	W2	AI
Justice — You must pay WW during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.	EN	U	●●●	RTp	WW2	IA,5th
Karma — During each player's upkeep, he takes 1 point of damage for each swamp he controls.	EN	U	●●●●	Multi	WW2	A,B,U,R,4th,5th
Keepers of the Faith — 2/3.	SC	C	●●	DGe	WW1	LG, CH
Kelsinko Ranger — W1: One green creature gains first strike until end of turn. 1/1.	SC	C	●●	MPo	W	IA
King Suleiman — T: Destroy an Efreet or Djinn. 1/1.	SC	R	●●	MPo	W1	AN
Kismet — All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	●●●	KFo	W3	LG,4th,5th
Kjeldoran Elite Guard — T: Give target creature +2/+2. Bury Guard if that creature leaves play this turn. 2/2.	SC	U	●●●	MBe	W3	IA
Kjeldoran Escort — Banding. 2/3.	SC	C	●●●	BWo	WW2	AI
Kjeldoran Guard — T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	●●	AWo	W1	IA
Kjeldoran Home Guard — At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.	SC	U	●●	ARu	W3	AI
Kjeldoran Knight — Banding. W1: +1/+0. WW: +0/+2. 1/1.	SC	R	●●●	RSp	WW	IA
Kjeldoran Phalanx — First strike, banding. 2/5.	SC	R	●●	RKF	W5	IA
Kjeldoran Pride — Creature gets +1/+2. 2U: Switch Pride from creature it enchants to another creature. Pride's new target must be legal.	EC	C	●●	KFo	W1	AI
Kjeldoran Royal Guard — T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	●●●	LWi	WW3	IA,5th
Kjeldoran Skycaptain — Flying, banding, first strike. 2/2.	SC	U	●●●	MPo	W4	IA,5th
Kjeldoran Skyknight — Flying, banding, first strike. 1/1.	SC	C	●●●	MPo	W2	IA
Kjeldoran Warrior — Banding. 1/1.	SC	C	●●	MPo	W	IA
Knight of Valor — Flanking. W1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.	SC	C	●●●	JAi	W2	VS
Knights of Thorn — Protection from red, banding. 2/2.	SC	R	●●●	CRu	W3	DK
Lance — Target creature gains first strike.	EC	U	●●	RAl	W	A,B,U,R
• **Land Tax** — If opponent controls more land than you during your upkeep, you may take up to 3 basic lands from your library into your hand.	EN	R	●●●●●	BSn	W	LG,4th
Leeches — Target player loses all poison counters and takes 1 damage per counter.	SOR	R	●	ARa	WW1	HL
Lifeblood — Take 1 life whenever opponent taps a mountain.	EN	R	●●●	MTe	WW2	LG
Lightning Blow — Give target creature first strike until end of turn. Cantrip.	INS	R	●●	HMc	W1	IA
Longbow Archer — First strike. Longbow Archer can block creatures with flying. 2/2.	SC	U	●●●	EPe	WW	VS
Lost Order of Jarkeld — * equals # of creatures controlled by target opponent. 1+*/1+*.	SC	R	●●	ARu	WW2	IA
Mangara's Blessing — Gain 5 life. If a spell or effect by an opponent causes you to discard Blessing, gain 2 life and return Blessing to your hand at end of turn.	INS	U	●●●	DCh	W2	MG
Mangara's Equity — Choose black or red. During your upkeep, you must pay 1W. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.	EN	U	●●	ARa	WW1	MG
Martyrdom — Until end of turn, you may redirect to target creature you control any amount of damage.	INS	C	●●	MPo	WW1	AI
Martyr's Cry — Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.	SOR	R	●●	JMe	WW	DK
Martyrs of Korlis — Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.	SC	U	●●●	MOK	WW3	AQ
Melessa Spirit — Flying. Protection from black. 3/3.	SC	U	●●●	GGr	WW3	MG
Mercenaries — A player may pay 3 to prevent taking Mercenaries' damage. 3/3.	SC	R	●	CBr	W3	IA
Mesa Falcon — Flying. W1: +0/+1 until end of turn. Two versions. 1/1.	SC	C	●●	MPo	W1	HL,5th
Mesa Pegasus — Flying, bands. 1/1.	SC	C	●●●	MBe	W1	A,B,U,R,4th,5th
Miracle Worker — T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	●	RSp	W	DK
Miraculous Recovery — Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.	INS	U	●●●	BHo	W4	VS
Moat — Non-flying creatures cannot attack.	EN	R	●●●●	JMe	WW2	LG
Moorish Cavalry — Trample. 3/3.	SC	C	●●●	DWi	WW2	AN
Morale — Give all attacking creatures +1/+1 until end of turn.	INS	C	●●	MPo	WW1	DK, 4th
Mtenda Griffin — Flying. W,T: Return Griffin to owner's hand and return target griffin in your graveyard to your hand. Use only during your upkeep. 2/2.	SC	U	●●●	JLo	W3	MG
Mtenda Herder — Flanking. 1/1.	SC	C	●●	ZSa	W	MG
Noble Elephant — Banding, Trample. 2/2.	SC	C	●●●	TRo	W3	MG
Noble Steeds — 1W: Target creature gains first strike until end of turn. Two versions.	EN	C	●●	RGu	W2	AI
Northern Paladin — WW, T: Destroy a black card in play. 3/3.	SC	R	●●●	DSh	WW2	A,B,U,R,4th
Null Chamber — You and target opponent each name any card except a basic land. Those cards cannot be played.	EW	R	●●●	DSh	W3	MG
Order of Leitbur — Protection from black. WW: +1/+0. W: First strike. 2/1.	SC	C	●●●●	Multi	WW	FE
Order of the Sacred Torch — Protection from black. WW: +1/+0. W: First Strike. 2/1.	SC	R	●●●●	RTp	WW1	IA,5th
Order of the White Shield — Protection from black. WW: +1/+0. W: First Strike. 2/1.	SC	U	●●●●	RTp	WW	IA,5th
Osai Vultures — Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1.	SC	U	●	DFr	W1	LG,4th
Pacifism — Enchanted creature cannot attack or block.	EC	C	●●●	RBl	W1	MG
Parapet — You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.	EN	C	●●●	MPo	W1	VS
Peace Talks — During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.	SOR	U	●●●	RRo	W1	VS
Pearl Dragon — Flying. W: +0/+1. 4/4.	SC	R	●●●	IMi	WW4	MG
Pearled Unicorn — 2/2.	SC	C	●	Multi	W2	A,B,U,R,4th,5th
Personal Incarnation — Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation is sent to graveyard, its owner loses half of his remaining life (round up the loss). 6/6.	SC	R	●●●	Multi	WWW3	A,B,U,R,4th,5th
Petra Sphinx — T: Target player names a card and then turn over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.	SC	R	●●	SEv	WWW2	LG, CH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Piety	+0/+3 to all defending creatures until end of turn.	INS	C	•	MPo	W2	AN,4th
Pikemen	Banding, first strike. 1/1.	SC	C	•••	Multi	W1	DK,4th,5th
Preacher	T: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature.	SC	R	•••	QHo	WW1	DK
Presence of the Master	Counter all enchantments as they are being cast.	EN	U	••	PFo	W3	LG
Prismatic Circle	CU: 1. Choose a color. 1: Prevent all damage to you from a source of the chosen color.	EN	C	••	PVe	W2	MG
Prismatic Ward	Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	EC	C	••	Multi	W1	IA,5th
Prophecy	Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Contrip.	SOR	C	••	CRu	W	HL
Purelace	Change the color of one card being played or in play to white.	INT	R	•	SEv	W	A,B,U,R,4th
Rally	All blocking creatures gain +1/+1 until end of turn.	INS	C	••	HHu	WW	IA
Rapid Fire	Give target first strike and rampage: 2. Play before defense is chosen.	INS	R	•	JHa	W3	LG
Rashida Scalebane	T: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.	SL	R	•••	RGo	WW3	MG
Rashka the Slayer	Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.	SL	U	••	CRu	WW3	HL
Red Scarab	Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.	EC	U	••	SEv	W	IA
Red Ward	Target creature gains protection from red.	EC	U	••	DFr	W	A,B,U,R,4th
Reinforcements	Put up to three target creature cards from you graveyard on top of your library in any order.	INS	C	•••	DVi	W	AI
Relic Ward	You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.	EA	U	•••	JCo	W1	VS
Remedy	Prevent up to 5 damage to any numbers of creatures and/or players.	INS	C	•••	ZSa	W1	VS
Remove Enchantments	Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.	INS	C	••	BSn	W	MG
Repentant Blacksmith	Protection from red. 1/2.	SC	C	•••	DTu	W1	AN, CH, 5th
Reprisal	Bury target creature with power four or greater.	INS	U	••••	RAF	W1	AI
Resistance Fighter	Sacrifice: Target creature deals no combat damage this turn. 1/1.	SC	C	••	CFe	W	VS
Resurrection	Take a creature from your graveyard and put it directly into play.	SOR	U	•••	DWi	WW2	A,B,U,R
Retribution of the Meek	Bury all creatures with power 4 or greater.	SOR	R	•••	MHe	W2	VS
Reverse Damage	All damage from any one source is instead added to your life total.	INS	R	••••	Multi	WW1	A,B,U,R,4th,5th
Reverse Polarity	All damage you have taken from all artifacts this turn is retroactively added to your life total instead.	INS	C	••	JHo	WW	AQ,R
Righteous Aura	W, Pay 2 life: Prevent all damage to you from any one source.	EN	C	•••	JMo	W1	VS
Righteous Avengers	Plainswalk. 3/1.	SC	U	••	HHu	W4	LG
Righteousness	Target defending creature gets +7/+7 until end of turn.	INS	R	••	Multi	W	A,B,U,R,4th,5th
Ritual of Steel	Enchanted creature gets +0/+2. Contrip.	EC	C	••	MPo	W2	MG
Royal Decree	CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.	EN	R	••	PVe	WW2	AI
Royal Herbalist	2: Remove top card of your library from game to gain one life. 1/1.	SC	C	••	DSh	W	AI
Sacred Boon	Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.	INS	U	•••	MKo	W1	IA,5th
Sacred Mesa	During your upkeep, you must sacrifice a Pegasus. W1: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.	EN	R	••••	MOK	W2	MG
Samite Alchemist	WW,T: Prevent 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2.	SC	C	••	TWa	W3	HL
Samite Healer	T: Prevent 1 damage to any target. 1/1.	SC	C	•••	TWa	W1	A,B,U,R,4th,5th
Savannah Lions	2/1.	SC	R	••••	DGe	W	A,B,U,R,4th
Scars of the Veteran	You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.	INS	U	••••	DFr	W4	AI
Seasoned Tactician	3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.	SC	U	••	DFr	W2	AI
Seeker	Target creature may only be blocked by white or artifact creatures.	EC	C	••	MPo	WW2	LG,4th
Seraph	Flying. If a creature dies during turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.	SC	R	•••	Multi	W6	IA,5th
Serra Angel	Flying. Does not tap to attack. 4/4.	SC	U	•••••	DSh	WW3	A,B,U,R,4th
Serra Aviary	All creatures with flying get +1/+1.	EW	R	•••	NLe	W3	HL
Serra Bestiary	Pay WW during your upkeep or buryBestiary. Target creature cannot block, attack or use any abilities that have T: in its activation cost.	EC	C	••	Multi	WW	HL,5th
Serra Inquisitors	If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.	SC	U	••	DDe	W4	HL
Serra Paladin	T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.	SC	C	•••	PVe	WW2	HL,5th
Shadowbane	Prevent all damage to you or a creature you control from any one source. If thesource is black, gain 1 life for each 1 damage prevented.	INS	U	••••	DSh	W1	MG
• **Shahrazad**	Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss).	SOR	R	••	KFo	WW	AN
Shield Bearer	Banding. 0/3.	SC	C	•	DFr	W1	IA,5th
Shield Wall	Give all your creatures +0/+2 until end of turn.	INS	U	••	Multi	W1	LG,CH,5th
Sidar Jabari	Flanking, If Sidar attacks, tap a creature defender controls. 2/2.	SL	R	•••	GGr	W3	MG
Veteran Bodyguard	Damage done to you by unblocked creatures is reassigned to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	•••	BSh	WWW3	A,B,U,R
Vigilant Martyr	Sacrifice Vigilant Martyr: Regenerate target creature. WW: Sacrifice Martyr. Counter target spell that targets an enchantment or [illegible]	SC	U	•••	RSc	W	AE
Visions	Look at the top five cards of any library, then reshuffle it if you want.	SOR	U	••	MPr	W	LE,4th
Wall of Caltrops	If Wall of Caltrops blocks with other walls, it gains banding. 2/1	SC	C	••	BSn	W	LE
Wall of Light	Protection from black.1/5.	SC	U	••	RTh	W2	LE
Wall of Resistance	Flying. At the end of any turn in which Wall of Resistance is dealt damage put a +0/+1 counter on it. 0/3.	SC	C	••	HMc	W1	MG
Wall of Swords	Flying. 3/5.	SC	U	•••	Multi	W3	A,B,U,R,4th,5th
Ward of Lights	You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.	EC	C	•••	MDr	WW	AE





Force of Nature and Circle of Protection: Green: Yeah, this combo's been around since the earliest days of *Magic*—decline to pay the Force's upkeep and prevent it with the CoP. Pretty darned exciting. Actually, all we really wanted was an excuse to show you the Swamp Thing in his autumn dress and a tasty leafy donut.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Snow Hound	1, T: Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.	SC	U	••	PMo	W2	IA
Soraya the Falconer	All falcons get +1/+1. W1: Target falcon gains banding. 2/2.	SL	R	••	DDe	WW1	HL
Soul Echo	Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.	EN	R	•••	RSp	WWX	MG
Spectral Guardian	As long as spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.	SC	R	•••	MDr	WW2	MG
Spirit Link	Gain 1 life for every point of damage done by target creature.	EC	U	••••	KFo	W	LG,4th,5th
Spiritual Sanctuary	Any player controlling plains takes 1 life during his upkeep.	EN	R	•••	AWe	WW2	LG
Squire	1/2.	SC	C	•	DDe	W1	DK
Sun Clasp	Enchanted creature gets +1/+3. W: Return creature to owner's hand.	EC	C	••	JCo	W1	VS
Sunweb	Flying. Cannot bock creatures with power 2 or less. 5/6.	SC	R	•••	DFr	W3	MG
Sustaining Spirit	CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3	SC	R	••	RGu	W1	AI
Swords to Plowshares	Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	•••••	KFo	W	A,B,U,R,4th,IA
Sworn Defender	1: Change power to the toughness of target creature blocking or being blocked by Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.	SC	R	•••	DAG	WW2	AI
Teferi's Honor Guard	Flanking. UU: Phase out. 2/2.	SC	U	•••	CFe	W2	VS
Teremko Griffin	Banding, Flying. 2/2.	SC	C	•••	MMc	W3	MG
Thunder Spirit	Flying, first strike. 2/2.	SC	R	••••	RAF	WW1	LG
Tithe	Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.	INS	R	••	JMu	W	VS
Tivadar's Crusade	All Goblins are destroyed.	SOR	U	•	DDe	WW1	DK
Trade Caravan	During upkeep, put a counter on Caravan. 0: Remove 2 counters from Caravan to untap a basic land. Use only during opponent's upkeep. 1/1	SC	C	•	KFo	W	HL
Truce	Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.	INS	R	••	Multi	W2	HL,5th
Tundra Wolves	First strike. 1/1.	SC	C	••	QHo	W	LG,4th,5th
Unlikely Alliance	W1: Target non-attacking, non-blocking creature gets +0/+2.	EN	U	•	PFo	W1	AI
Unyaro Griffin	Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.	SC	U	••	ADc	W3	MG
War Elephant	Bands, trample. 2/2.	SC	C	•••	KBi	W3	AN, CH
Warning	Target attacking creature does no damage in combat this turn.	INS	C	•	PMo	W	IA
Warrior's Honor	All creatures you control get +1/+1 until end of turn.	INS	C	••	DAG	W2	VS
White Knight	Protechon from black, first strike. 2/2.	SC	U	••••	DGe	WW	A,B,U,R,4th,5th
White Scarab	Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	••	PFo	W	IA
White Ward	Target creature gains protection from white.	EC	U	••	DFr	W	A,B,U,R,4th
Wild Aesthir	Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. 1/1.	SC	C	•••	GSi	W2	IA
Witch Hunter	T: Do 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. 1/1.	SC	U	•••	JMy	WW2	DK, CH
Wrath of God	Bury all creatures in play.	INS	R	•••••	QHo	WW2	A,B,U,R,4th,5th
Yare	Target creature defending player controls gets +3/-0 until end of turn. That creature may block up to three creatures this turn.	INS	R	•••	BSp	W2	MG
Zhalfirin Commander	Flanking. WW1: Target Knight gets +1/+1 until end of turn. 2/2.	SC	U	••••	SGr	W2	AE
Zhalfirin Crusader	Flanking. W1: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.	SC	R	••••	ARo	WW1	VS
Zhalfirin Knight	Flanking. WW: First Strike until end of turn. 2/2.	SC	C	••••	JRo	W2	AE
Zuberi, Golden Feather	Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.	SL	R	•••	ARo	WW	AE

LANDS

Adarkar Wastes	T: Add 1 to your mana pool. T: Add U to your mana pool and take [illegible] damage. T: Add W to your mana pool and take [illegible] damage.
Adventurers' Guildhouse	All your green legends may band with other legends.
An-Havva Township	T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add G to your pool. 2, T: Add G to your pool.
Arena	3, T: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.
Aysen Abbey	T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add W to your pool. 2, T: Add G to your pool.
Basalt Monolith	T: Add 3 to your mana pool. [illegible] Activation cost is unaffected.
Bad River	[illegible]

Restricted
Banned
ART Artifact
AE Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EW Enchant Wall

Key

Name	Rarity	CR	Rating	Artist	Cost	Sets Found
Description						

Bakhtevian Trading Post LAN R ●●● TWa AI
When Trading Post comes into play, sacrifice an untapped mountain or bury Trading Post. T: Add 1R to your mana pool. 1, T: Trading Post deals one damage to target attacking creature.

Bayou LAN R ●●●●● JMy A,B,U,R
T: Add B or G to your mana pool. Counts as a Swamp and a Forest.

Bazaar of Baghdad LAN R ●●●● JMe AN
T: Draw 2 cards; immediately discard 3 cards from your hand.

Bottomless Vault LAN R ●● Multi FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. T: Remove any number of counters, adding B for each one.

Brushland LAN R ●●●● Multi IA,5th
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Castle Sengir LAN R ●● PVe HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.

Cathedral of Serra LAN U ● MPo LG
All your white legends may band with other legends.

City of Brass LAN R ●●●●● Multi AN,CH,5th
T: Add 1 mana of any color. Take 1 damage whenever City is tapped.

City of Shadows LAN R ●● TWa DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.

Coral Atoll LAN U ●● JAv VS
Comes into play tapped. When Coral Atoll comes into play, return an untapped island you control to owner's hand or bury Coral Atoll. T: Add U and one colorless mana to your mana pool

Crystal Vein LAN U ●● PMo MG
T: Add 1 to your mana pool. T, Sacrifice: Add 2 to your mana pool.

Desert LAN C ●●● JMy AN
T: Add 1 to your mana pool. T: Do 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ●●●● BSn AN
T: Sacrifice a creature to gain life equal to its toughness.

Dormant Volcano LAN U ●● JAv VS
Comes into play tapped. When Dormant Volcano comes into play, return an untapped island you control to owner's hand or bury Dormant Volcano. T: Add R and one colorless mana to your mana pool

Dwarven Hold LAN R ●● Multi FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. T: Remove any number of counters, adding R for each one.

Dwarven Ruins LAN U ●●● Multi FE,5th
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.

Ebon Stronghold LAN U ●●● Multi FE,5th
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.

Elephant Graveyard LAN R ●●● RAI AN
T: Add 1 mana to your mana pool. T: Regenerate an Elephant or Mammoth.

Everglades LAN U ●● BEg VS
Comes into play tapped. When Everglades comes into play, return an untapped island you control to owner's hand or bury Everglades. T: Add B and one colorless mana to your mana pool

Flood Plain LAN U ●● PMo MG
Comes into play tapped. T: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.

Forest LAN C — Multi A,B,U,R,4TH,JA,MG,5th
T: Add G to your mana pool. Artists: CRu, PMo (Ice Age), TRo (Mirage).

Glacial Chasm LAN U ●●● LDa IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Grasslands LAN U ●● JAv MG
Comes into play tapped. T, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.

Griffin Canyon LAN R ●● SGr VS
T: Add one colorless mana to your mana pool. T: Untap target Griffin. That Griffin gets +1/+1 until end of turn.

Halls of Mist LAN R ● MPo IA
CU: 1. No creature may attack if it attacked during its controller's last turn.

Hammerheim LL U ●●● BWa LG
T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ●●● Multi FE,5th
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.

Heart of Yavimaya LAN R ●●● PVe AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.

Hollow Trees LAN R ●● Multi FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. T: Remove any number of counters, adding G for each one.

Icatian Store LAN R ●● Multi FE,5th
Comes into play tapped. You may leave Store tapped to put a counter on it. T: Remove any number of counters, adding W for each one.

Ice Floe LAN U ●● Multi IA,5th
You may choose not to untap Ice Floe. T: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.

Island LAN C — Multi A,B,U,R,4TH,JA,MG,5th
T: Add U to your mana pool. Artists: MPo, AMa (Ice Age), DSh (Mirage).

Island of Wak-Wak LAN R ●●●●● DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

Name	Rarity	CR	Rating	Artist	Cost	Sets Found
Description						

Jungle Basin LAN U ●● JAv VS
Comes into play tapped. When Jungle Basin comes into play, return an untapped island you control to owner's hand or bury Jungle Basin. T: Add G and one colorless mana to your mana pool

Karakas LL U ●●●● NLe LG
T: Add W to your mana pool. T: Return target legend to owner's hand.

Karoo LAN U ●● ZSa VS
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. T: Add W and one colorless mana to your mana pool

Karplusan Forest LAN R ●●●● Multi IA,5th
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

Kjeldoran Outpost LAN R ●●●● JMe AI
When Outpost comes into play, sacrifice a plains or bury Outpost. T: Add W to your mana pool. W1, T: Put a 1/1 soldier token into play.

Koskun Keep LAN U ●● PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.

Lake of the Dead LAN R ●●● PVe AI
When Lake comes into play, sacrifice a Swamp or bury Lake. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.

Land Cap LAN R ●● LWi IA
If any counters are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. T: Add U to your mana pool and put a counter on Land Cap. T: Add W to your mana pool and put a counter on Land Cap.



Blinking Spirit: Just when you thought you had finally gotten rid of the Blinking Spirit, it's back—in Fifth Edition. With it's pop-back-to-hand ability, no creature in the game is harder to kill than good 'ole Blinky. If you've got an extra four mana, the Spirit makes an excellent every-turn blocker—just block a nasty beast coming your way, return Blinky to your hand and then cast him again on your turn.

Lava Tubes LAN R ●● BWa IA
If there are any counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

• **Library of Alexandria** LAN R ●●●●● MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.

• **Maze of Ith** LAN U ●●●●● AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U ●●●● KFo,PFo AQ,4th
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well.

• **Mishra's Workshop** LAN R ●●●●● KFo AQ
T: Add 3 to your mana pool which may only be used to cast artifacts.

Mountain LAN C — Multi A,B,U,R,4TH,JA,MG,5th
T: Add R to your mana pool. Artists: DSh, TWa (Ice Age), JAv (Mirage).

Mountain Stronghold LAN U ● TWa LG
All your red legends may band with other legends.

Mountain Valley LAN U ●● KLo MG
Comes into play tapped. T: Sacrifice Mountain Valley to search your library for a mountain or forest. Put that land into play.

Oasis LAN U ●● BSn AN,4th
T: Prevent 1 damage to any creature.

Pendelhaven LL U ●●●● BWa LG
T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — Multi A,B,U,R,4TH,JA,MG,5th
T: Add W to your mana pool. Artists: JMy, CRu (Ice Age), TWa (Mirage).

Plateau LAN R ●●●●● DTu A,B,U,R
T: Add R or W to your mana pool. Counts as a Mountain and a Plains.

Quicksand LAN U ●● RRa VS
T: Add one colorless mana to your mana pool. T: Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Rainbow Vale LAN R ●● KFo FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

River Delta LAN R ●● SEv IA
If there are any counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

Name	Rarity	CR	Rating	Artist	Cost	Sets Found
Description						

Rocky Tar Pit LAN U ●● JAs [illegible]
Comes into play tapped. T: Sacrifice Rocky Tar Pit to search your library for a swamp or mountain. Put that land into play.

Ruins of Trokair LAN U ●●● Multi [illegible]
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

Safe Haven LAN R ●● CRa [illegible]
2, T: Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Sand Silos LAN R ●● Multi [illegible]
Comes into play tapped. You may leave Silos tapped to put a counter on it. T: Remove any number of counters, adding U for each one.

Savannah LAN R ●●●●● RAI A,B,U,R
T: Add W or G to your mana pool. Counts as a Plains and a Forest.

School of the Unseen LAN U ●● PMo A
T: Add 1 to your mana pool. 2, T: Add 1 mana of any color to your pool.

Scrubland LAN R ●●●●● JMy A,B,U,R
T: Add W or B to your mana pool. Counts as a Plains and a Swamp.

Seafarer's Quay LAN U ● TWa [illegible]
All your blue legends may band with other legends.

Sheltered Valley LAN R ●● RAI [illegible]
When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.

Snow-Covered Forest LAN U — PMo [illegible]
T: Add G to your mana pool.

Snow-Covered Island LAN U — AMa [illegible]
T: Add U to your mana pool.

Snow-Covered Mountain LAN U — TWa [illegible]
T: Add R to your mana pool.

Snow-Covered Plains LAN U — CRu [illegible]
T: Add W to your mana pool.

Snow-Covered Swamp LAN U — DSh [illegible]
T: Add B to your mana pool.

Soldevi Excavations LAN R ●●● LDa [illegible]
When Excavations comes into play, sacrifice an untapped island or bury Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path LAN R ● RAF [illegible]
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

• **Strip Mine** LAN U ●●●●● DGe AQ,4th
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Sulfurous Springs LAN R ●●●● Multi IA,5th
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

Svyelunite Temple LAN U ●●● Multi FE,5th
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.

Swamp LAN C — Multi A,B,U,R,4TH,IA,5th
T: Add B to your mana pool. Artists: DFr, DSh (Ice Age), BEg (Mirage).

Tabernacle at Pendrell Vale LL R ●●● NLe LG
All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Taiga LAN R ●●●●● RAI A,B,U,R
T: Add G or R to your mana pool. Counts as a Forest and a Mountain.

Teferi's Isle LL R ■ MG
Phasing. Comes into play tapped. T: Add UU to your mana pool.

Thawing Glaciers LAN R ●● JMe AI
Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.

Timberline Ridge LAN R ●● JMe IA
If any counters are on it, Ridge doesn't untap. Remove a depletion counter from Ridge at end of upkeep. T: Add G to mana pool and put a depletion counter on Ridge. T: Add R to pool and put a depletion counter on Ridge.

Tolaria LL U ● NLe LG
T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ●●●●● JMy A,B,U,R
T: Add G or U to your mana pool. Counts as a Forest and an Island.

Tundra LAN R ●●●●● JMy A,B,U,R
T: Add U or W to your mana pool. Counts as an Island and a Plains.

Underground River LAN R ●●●● Multi IA,5th
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

Underground Sea LAN R ●●●●● RAI A,B,U,R
T: Add B or U to your mana pool. Counts as a Swamp and an Island.

Undiscovered Paradise LAN R ●●● DOC VS
T: Add one mana of any color to your mana pool. / At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Unholy Citadel LAN U ● MPo LG
All your black legends may band with other legends.

Urborg LL U ●● BWa LG
T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AMa AQ,CH,5th
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C ●● MTe AQ,CH,5th
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Tower LAN C ●● MPo AQ,CH,5th
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 3 to your mana pool.

Veldt LAN R ●● BWa [illegible]
If any depletion counters are on Veldt, it doesn't untap. Remove a depletion counter from Veldt at end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ●●●●● BSn B,U,R
T: Add U or R to your mana pool. Counts as an Island and a Mountain.

Wizards' School LAN U ●● PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.

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- ❑ Aladdin's Ring R
- ❑ Amulet of Kroog C
- ❑ Ankh of Mishra R
- ❑ Ashnod's Altar U
- ❑ Ashnod's Transmogrant C
- ❑ Barbed Sextant C
- ❑ Barl's Cage R
- ❑ Battering Ram C
- ❑ Bottle of Suleiman R
- ❑ Clay Statue C
- ❑ Clockwork Beast R
- ❑ Clockwork Steed U
- ❑ Colossus of Sardia R
- ❑ Coral Helm R
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- ❑ Wall of Spears C
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Black

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- ❑ Animate Dead U
- ❑ Ashes to Ashes U
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- ❑ Howl from Beyond C



- ❑ Initiates of the Ebon Hand C
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- ❑ Mind Warp U
- ❑ Mindstab Thrull C
- ❑ Mole Worms U
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- ❑ Zombie Master R

Blue

- ❑ Aether Storm U
- ❑ Air Elemental U
- ❑ Anti-Magic Aura U
- ❑ Azure Drake U
- ❑ Binding Grasp U
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- ❑ Counterspell C
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- ❑ Forget R
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Green

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- ❑ Aspect of Wolf . . . R
- ❑ Aurochs . . . C
- ❑ Birds of Paradise . . . R
- ❑ Carapace . . . C
- ❑ Cat Warriors . . . C
- ❑ Chub Toad . . . C
- ❑ Cockatrice . . . R
- ❑ Craw Giant . . . U
- ❑ Craw Wurm . . . C
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- ❑ War Mammoth . . . C
- ❑ Whirling Dervish . . . U
- ❑ Wild Growth . . . C
- ❑ Winter Blast . . . U
- ❑ Wolverine Pack . . . U
- ❑ Wyluli Wolf . . . R

Red

- ❑ Ambush Party . . . C
- ❑ Atog . . . U
- ❑ Ball Lightning . . . R
- ❑ Bird Maiden . . . C
- ❑ Blood Lust . . . C
- ❑ Brassclaw Orcs . . . C
- ❑ Brothers of Fire . . . C
- ❑ Brute, The . . . C
- ❑ Cave People . . . U
- ❑ Conquer . . . U
- ❑ Crimson Manticore . . . R
- ❑ Detonate . . . U
- ❑ Disintegrate . . . C
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- ❑ Dwarven Soldier . . . C
- ❑ Dwarven Warriors . . . C
- ❑ Earthquake . . . R
- ❑ Errantry . . . C
- ❑ Eternal Warrior . . . C
- ❑ Fire Drake . . . U
- ❑ Fireball . . . C
- ❑ Firebreathing . . . C
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- ❑ Flare . . . C
- ❑ Flashfires . . . U
- ❑ Game of Chaos . . . R
- ❑ Giant Strength . . . C
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- ❑ Goblin Hero . . . C
- ❑ Goblin King . . . R
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- ❑ Hurloon Minotaur . . . C
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- ❑ Mana Flare . . . R
- ❑ Manabarbs . . . R
- ❑ Mons's Goblin Raiders . . . C
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- ❑ Orcish Farmer . . . C
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- ❑ Ogg . . . R
- ❑ [illegible] . . . C
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- ❑ Sabretooth Tiger . . . C
- ❑ Shatter . . . C
- ❑ Shatterstorm . . . U
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- ❑ Wall of Stone . . . U
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- ❑ Word of Blasting . . . U

White

- ❑ Abbey Gargoyles . . . U
- ❑ Akron Legionnaire . . . R
- ❑ Alabaster Potion . . . C
- ❑ Angry Mob . . . U
- ❑ Animate Wall . . . R
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- ❑ CoP: Black . . . C
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checklist

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- ❑ Kismet U
- ❑ Kjeldoran Royal Guard R
- ❑ Kjeldoran Skycaptain U
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- ❑ Mesa Pegasus C
- ❑ Order of the Sacred Torch R
- ❑ Order of the White Shield U
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- ❑ Spirit Link U
- ❑ Truce R
- ❑ Tundra Wolves C
- ❑ Wall of Swords U
- ❑ White Knight U
- ❑ Wrath of God R

Lands

- ❑ Adarkar Wastes R
- ❑ Bottomless Vault* R
- ❑ Brushland R
- ❑ City of Brass R
- ❑ Dwarven Hold R
- ❑ Dwarven Ruins U
- ❑ Ebon Stronghold U
- ❑ Forest (4 ver.) L
- ❑ Havenwood Battleground U
- ❑ Hollow Trees R
- ❑ Icatian Store R
- ❑ Ice Floe U
- ❑ Island (4 ver.) L
- ❑ Karplusan Forest R
- ❑ Mountain (4 ver.) L
- ❑ Plains (4 ver.) L
- ❑ Ruins of Trokair U
- ❑ Sand Silos R
- ❑ Sulfurous Springs R
- ❑ Svyelunite Temple U
- ❑ Swamp (4 ver.) L
- ❑ Underground River R
- ❑ Urza's Mine C
- ❑ Urza's Power Plant C
- ❑ Urza's Tower C





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INQUEST players guide

STAR WARS: DAGOBAH

DECIPHER- 1997

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DARK SIDE

CHARACTERS

Name	Type	Des	Pow	Abi	Dep	For	Rarity
Description							
4-LOM	B. Hunter	1	2	3	2	3	R
•Total power at same site is +1 for each of your alien/droid pairs present. Once during each battle, if present with Zuckuss, may use 1 Force to search any Used Pile and move one character there to the Lost Pile. May initiate battle and be battled.							
Bog-wing	Creature	5	*	2	2	0	C
*Ferocity = destiny - 1. Habitat: exterior sites on Endor, Yavin 4 and Dagobah. Instead of attacking a character, grabs that character and carries it as far as possible (up to two sites away).							
Bossk	B. Hunter	1	4	2	4	3	R
•Adds 2 to power of any starship he pilots. On Hound's Tooth, draws one battle destiny if not able to otherwise. Adds 1 to attrition against opponent in battles at same site. May reduce Chewie's forfeit to zero while present.							
Captain Needa	Imperial	1	3	3	3	5	R
•Adds 2 to power of any starship he pilots. If on Avenger, starship is also immune to attrition < 4. You may re-target applicable Utinni Effects to Needa. If in a battle where you choose to forfeit characters, you must forfeit Needa first.							
Comm Chief	Imperial	2	1	2	3	3	C
•••Adds 2 to power of any starship he pilots. When piloting a starship or combat vehicle, that starship or vehicle moves for free.							
Commander Brandei	Imperial	2	1	3	3	3	U
•Adds 2 to power of any starship he pilots. If aboard a Star Destroyer or at any docking bay, once during each of your control phases, may use 1 Force to search your reserve deck and take on TIE into hand.							
Commander Gherant	Imperial	2	3	2	3	4	U
•If aboard Executor (even at an Executor site), once during each of your deploy phases, may use 2 Force to search your Reserve Deck and take any one Executor site into hand.							
Commander Nemet	Imperial	2	1	2	2	3	U
•Adds 1 to power and maneuver of any starship he pilots. Opponent may not react to or from same location.							
Corporal Dordram	Imperial	2	3	1	3	3	U
•Power +1 at any Executor site. While at Detention Block Corridor, cancels game text of Detention Block Control Room. May use 1 Force to search your reserve deck and take one IT-O or Hypo into hand.							
Corporal Vandolay	Imperial	2	2	2	2	3	U
•May use 1 Force to search your Reserve Deck and take one Spice Mines Of Kessel or Detention Block Corridor into hand. While at a mobile site, We Have A Prisoner is a used interrupt.							
Dengar	B. Hunter	1	2	2	4	3	R
•Adds 2 to power of any starship he pilots. Power +1 for every opponent's character present. May reduce Han's forfeit to zero while present.							
Dragonsnake	Creature	3	*	3	3	0	R
ΔFerocity = 3 + destiny. Habitat: swamps, jungles and Dark Waters. May attack droids. Defeated droids are relocated to an adjacent exterior site (opponent of victim chooses).							
IG-88	B. Hunter	1	4	5	5	3	R
•Adds 2 to power of any starship he pilots. May assassinate any character at same site hit by IG-88 (victim is lost). May use two different weapons. May initiate battle and be battled. Immune to Restraining Bolt.							
Imperial Helmsman	Imperial	3	2	1	3	2	C
•••Adds 2 to power of any starship he pilots. On a Star Destroyer, draws one battle destiny if not able to otherwise.							
Lt. Commander Ardan	Imperial	3	2	3	3	3	U
•If at a site, draws one battle destiny if not able to otherwise. Immune to attrition < X, where X = the number of opponent's aliens present.							
Lt. Suba	Imperial	2	3	4	3	2	R
•While at a Death Star or Executor site, your troopers deploy free there and are power and forfeit +1 there, and you may use 1 Force to search your reserve deck and take one Tactical Support into hand.							
Lt. Venka	Imperial	2	2	2	2	3	U
•Power +2 when at an Executor site or same site as Tarkin or Chief Bast, or if the Death Star has been "blown away." Fear Will Keep Them In Line is destiny +2 and, when it adds 1 to your power, also adds 1 to attrition against opponent.							
Mynock	Creature	3	2	3	3	0	C
Habitat: unrestricted. May move like a starfighter. If starfighter present, instead of attacking, randomly attaches to cumulatively reduce power and hyperspeed by 2 (detaches only when both < 1).							
Sleen	Creature	3	*	2	2	0	C
*Ferocity = destiny - 3. Habitat: planet sites (except Hoth and Tatooine) and Dark Waters. Cumulatively absorbs (temporarily cancels) one Light Side force icon present.							
Space Slug	Creature	4	*	3	2	0	U
ΔFerocity = two destiny. Habitat: Big One (Asteroid Cave is now Belly). Will attack starfighters (defeated cards are eaten or relocated to Belly, your choice).							
Vine Snake	Creature	3	0	3	2	0	C
Habitat: planet sites (except Hoth). Attacks by attaching to character. X = 0. Every move phase, draw destiny; each time destiny > ability, add 1 to X. Character is power - X (eaten if power = 0).							
Warrant Officer M'Kae	Imperial	3	2	2	2	3	U
•Adds 2 to power of any starship he pilots. May use 1 Force to search your reserve deck and take any one tractor beam, Our First Catch of the Day or Besieged into hand.							
Zuckuss	B. Hunter	1	2	4	4	3	R
•Adds 2 to power of any starship he pilots. May move for free as a react. Once during each battle, may use 1 Force to cause one alien of ability < 3 at same site to be forfeit = 0 for remainder of turn. Immune to attrition < 3.							

EFFECTS

Name	Type	Destiny	Rarity
Description			
3,720 To 1	Effect	3	C
•Insert in opponent's reserve deck. When effect reaches top it is lost and up to the three lowest destiny numbers of each player's characters on table are totaled. Player with lower total loses Force equal to the difference. (Immune to Alter.)			
Awwww, Cannot Get Your Ship Out	Effect	4	C
Deploy on a landed starship (not at a docking bay). Starship may not move. OR Deploy on a starship or vehicle on Dagobah. Starship or vehicle may not move. At the start of your next control phase, starship or vehicle sinks to the Used Pile.			
Bad Feeling Have I	Effect	3	R
•Deploy on opponent's side of the table. Luke, Leia, Han, Chewie, Lando, Yoda and Obi-Wan are deploy +2. Also, opponent may not play any cards with the words "bad feeling" in the title.			
Bombing Run	Mobile	6	R
ΔDeploy on a non-interior planet (except Dagobah). May move to an adjacent non-interior site at start of your move phase. Your bombers at a related system you control may move to this site. Bombers must return to system at end of your battle phase (if possible).			
Broken Concentration	Effect	3	R
•Deploy on your side of table. Apprentices subtract X from training destiny, where X = ability - Jedi Test number. Also, once per turn you may use 2 Force to move the top card of opponent's Force Pile to the top of opponent's reserve deck.			
Corrosive Damage	Effect	5	R
ΔDeploy on Space Slug Belly. At the end of each player's turn, for every character and starship that player has present, that player must lose 1 Force. Effect canceled if Space Slug lost.			
The Dark Path	Effect	5	R
Deploy on your side of table. Once per turn, you may peek at the top three cards of your reserve deck. Place any two of those three in your Lost Pile.			
Failure at the Cave	Utinni	3	R
•Deploy on Dagobah: Cave. Target on apprentice. All Jedi Test game text is suspended. If target present during any battle phase, opponent draws destiny. If destiny < 4, you retrieve 2 Force (also, if destiny = 0, target is lost). Otherwise, Utinni Effect canceled.			
Field Promotion	Effect	4	U
Deploy on an Imperial of ability < 5 present with Vader, Emperor Palpatine or one of your admirals, generals or moffs. Imperial goes to/at/to still, + power +1 and is immune to Demotion, Report to Lord Vader and Where's Thy Bidding? (Immune to Alter.)			
Flagship	Effect	3	U
•Use 2 Force to deploy on one of your Star Destroyers. Your other starships may move as a react to same system (for free). If starship lost, you lose 1 Force, where X = starship's armor. (Immune to your Alter.)			
He Is Not Ready	Effect	4	C
Deploy on any character. Subtracts 2 from that character's training destiny draws. OR Deploy on an opponent's pilot at a site. During each of opponent's move phases, opponent must choose to move that character, lose that character or lose 1 Force.			
I Want That Ship	Effect	4	U
•Deploy on one opponent's unique starship at a location you do not occupy. When starship is targeted by any tractor beam or ion cannon, subtract 2 from maneuver. If starship is captured or lost, lose Effect and opponent must lose 3 Force (5 if Falcon).			
Knowledge and Defense	Effect	4	C
Insert in opponent's reserve deck. When effect reaches top it is lost, but opponent may not initiate battles for remainder of turn (Immune to Alter.)			
Location, Location, Location	Effect	2	U
•Deploy on table. During each player's deploy phase, that player must choose to either deploy a location or lose 1 Force. Effect canceled if any player deploys three or more locations in a single turn.			
Lost in Space	Immediate	4	U
Deploy on one pilot aboard a starfighter just at a system. Pilot drifts without presence at that system (until captured or rescued by a capital starship) and does not participate in battles or attacks, but may be targeted by starship weapons (maneuver = 0).			
Much Anger In Him	Effect	3	U
•Deploy on a Rebel. At the end of each of opponent's battle phases, if you have presence at the location where that Rebel has presence and a battle did not take place there, opponent loses 4 Force.			
Precision Targeting	Effect	3	U
Use 3 Force to deploy on table. Any card which is hit may not be used to satisfy attrition. (Immune to Alter.)			
Rogue Asteroid	Mobile	4	C
ΔDeploy on an asteroid sector and specify starting direction. Every move phase, moves to next adjacent asteroid sector (reversing direction as necessary). Where present, adds 2 to asteroid destiny. May be targeted by starship weapons (armor = 3).			
Shot in the Dark	Effect	4	U
•Deploy on your side of table. At any time, you may lose 1 Force to draw the top card of your reserve deck into your hand. If that card is a space creature, you may immediately deploy it for free.			
Sudden Impact	Effect	3	U
Deploy on any effect or utinni effect (except those immune to Alter.) During each of owner's draw phases, if you occupy an asteroid sector, opponent must choose to either lose 1 Force or voluntarily cancel that effect or utinni effect. (Immune to Alter.)			
There is No Try	Effect	4	C
•Deploy on table. Sense and Alter are now lost interrupts. Also, when any player makes a destiny draw for Sense or Alter, and that destroy draw is successful, that player loses 2 Force. (Immune to Alter.)			
Visage of the Emperor	Effect	7	R
•Lose 2 Force to deploy on Executor: holotheatre or Death Star: Conference Room. At the end of each player's turn, each player must lose 1 Force. Effect canceled if opponent controls this site. (Immune to Alter.)			

EQUIPMENT

Name	Type	Destiny	Rarity
Description			
4-LOM's Concussion Rifle	Weapon	2	R
•Use 4 Force to deploy on any warrior, free on 4-LOM. May target for free during a battle at same site or exterior site up to 2 sites away. Draw destiny. Add 1 if Blaster Scope attached. Character hit if total destiny - X > ability, where X = distance to target.			
Bossk's Mortar Gun	Weapon	1	R
•Use 2 Force to deploy on Bossk, 4 on any other warrior. May fire using 2 Force. Draw destiny. If destiny > 0, one card with that destiny number at same site is lost (your choice). If destiny = 0, mortar gun explodes and warrior firing it is lost.			
Dengar's Blaster Carbine	Weapon	2	R
•Use 1 Force to deploy no Dengar, 3 on any other warrior. May target using 1 Force. Draw destiny. Character hit if destiny +1 > ability. Vehicle hit if destiny +1 > maneuver or armor. If hit by Dengar, target's forfeit = 0.			
IG-88's Neural Inhibitor	Weapon	1	R
•Deploy on IG-88 or use 2 Force to deploy on any other bounty hunter. May target a non-droid using 3 Force. Draw destiny. If destiny +1 > ability, until end of your next turn character is 0 power, forfeit and hyperspeed = 0.			
IG-88's Pulse Cannon	Weapon	1	R
•Use 1 Force to deploy on IG-88, 4 on any other warrior. Adds 2 to power. May target X non-droid characters using X Force. Draw destiny for each. If destiny = 0, character is power -1 and forfeit -1 until end of turn. If destiny - 1 > ability, character hit.			
Proton Bombs	Weapon	1	U
Deploy on a bomber. When present during a Force drain, may target a related interior site. Draw destiny. Site collapsed if destiny > 4. OR May fire in Bombing Run battle. Draw destiny. All characters, starships and vehicles with that destiny number at same site are lost.			
Zuckuss' Snare Rifle	Weapon	1	R
•Deploy on Zuckuss, or use 1 Force to deploy on any other bounty hunter. May target using 2 Force. Draw destiny. Character may be immediately captured if destiny -1 > ability. Creature immediately lost if destiny +1 > defense value.			

INTERRUPTS

A Dangerous Time Used or Lost 3 C
•Used: Reorder cards in opponent's Force pile however you wish. Lost: Search your reserve deck and take one Dark Forces into hand.

Apology Accepted Used 6 C
•At the end of any battle phase, lose one of your Imperials of ability < 6 who survived a battle you lost this turn. Activate Force up to either that character's forfeit value or the amount of your battle damage in that battle.

Close Call Used or Lost 2 C
•Used: Cancel one asteroid destiny and cause it to be drawn again. Lost: Lose 1 Force. Opponent must reveal the top card of reserve deck, Force pile and Used Pile. Card(s) with lowest destiny number greater than 0 are lost.

Control Lost 2 U
Cancel one Sense or Alter card. (Immune to Sense.) OR Cancel one Immediate Effect, Mobile Effect or Force drain.

Defensive Fire Used 3 C
•Cancel Rogue Asteroid. OR Randomly select one card from opponent's hand and place it, unseen, in Used Pile.

Fear Lost 2 C
•Opponent must choose to lose either 2 Force from hand or 1 Force from top of reserve deck.

Frustration Lost 3 R
•During your control phase, glance at opponent's hand and target one non-interrupt card that has a deploy cost < total number of light side icons on table. opponent must deploy target by the end of your next turn or it is lost.

HoloNet Transmission Used or Lost 2 U
••Used: Cancel Transmission Terminated. Lost: Search your Used Pile and take one Imperial or Visage Of the Emperor into hand.

Imbalance Used 4 U
•If opponent just retrieved Force, opponent must lose X Force, where X = one-half the number of cards retrieved (round up).

Lando System? Lost 4 R
During control phase, use 1 Force to move any one of your Dagobah characters of ability > 1 to any Cloud City location where you have presence.

Res Luk Ra'auf Lost 4 R
•If any bounty hunter is defending a battle alone, add one destiny. OR If Bossk, Greedo or Boba Fett is defending a battle alone, add two destiny.

Shut Him Up Or Shut Him Down Used 6 U
•Cancel Death Star Plans, The Professor, Bacta Tank, How Did We Get Into This Mess?, Shoo! Shoo! Shoo! or Thank the Maker.

Something Hit Us! Used 3 U
During a battle lose 1 Force. Adds 1 to attrition against opponent.

Take Evasive Action Lost 4 C
•Cancel Egregious Pilot Error, Out of Nowhere, Collision! or Don't Get Cocky. OR Use 1 Force to subtract 3 from all asteroid destiny draws against you for remainder of turn.

Those Rebels Won't Escape Us Used or Lost 3 C
Used: Cancel Nabrun Leids. Lost: During your move phase, cancel Landing Claw. OR Cancel Hyper Escape, Closer?! or one react.

Uncertain is the Future Lost 3 C
Use 3 Force. Each player counts cards in hand, then places entire hand and Used Pile onto reserve deck. Each player then draws from reserve deck the counted number of cards to create a new hand.

Unexpected Interruption Lost 2 R
Use 2 Force to search your reserve deck and take one interrupt into hand.

Voyeur Used or Lost 3 C
••Name an interrupt card. Opponent must reveal entire Used Pile. Then you choose: Used: Opponent must lose 1 Force for each copy of that interrupt found there. Lost: Each copy of that interrupt found there is lost.

LOCATIONS

Ansat System 5 2/1 U
•Dark: If opponent initiates a battle here, your starships may move as a react to or from nearest related asteroid sector. Light: If you control, all opponent's Ugnaughts on table are forfeit -1.

Asteroid Field System — 1/1 C
ΔΔΔ"Asteroid Rules" in effect here. Dark: If you control, may cancel Force drain at related system.

Big One System — 1/0 U
Δ"Asteroid Rules" in effect here. Dark: If you control, Force drain +1 here for each Asteroid Field at same system.

Big One: Asteroid Cave Site — 1/1 U
Δ"Cave Rules" in effect here. Dark: If you control, may cancel Force drains at system related to Big One.

Dagobah: Cave Site — 2/0 R
•Dark: If opponent has presence here, your Force icons here are canceled. Light: Lose 1 Force during each of your control phases if Yoda on table but not on Dagobah.

Executor: Comm Station Site — 1/0 U
•Dark: If you occupy with Tarkin, Piett or any admiral, your starships may react to same system. Light: If you control, your starships may react from same system as Executor.

Executor: Control Station Site — 1/0 U
•Dark: If an Imperial leader here, Executor is power +1 for each Executor site on table. Light: If you control, only you may move Executor during opponent's move phase.

Executor: Holotheatre Site — 1/0 R
Dark: If you have Vader or Emperor on table, your Force generation is +1 here (+2 if both). Light: If you control, Force drain +1 here.

Executor: Main Corridor Site — 1/0 C
•Dark: During your move phase, you may move free between here and Executor or any Executor site. Light: If you control, opponent's Main Corridor game text is canceled.

Executor: Meditation Chamber Site — 2/0 R
•Dark: If Vader alone here, once per turn, may apply his ability to draw battle destiny at any system. Light: If you occupy, opponent's Meditation Chamber game text is canceled.

Rainfall System 3 2/1 U
•Dark: All your troopers are destiny +1 (+2 if you control). Tactical Support is a Used Interrupt. Light: If you occupy, opponent's Rainfall game text is canceled.

Star Destroyer: Launch Bay Site — 1/0 C
•••Dark: Your TIEs deploy -2 here. You may shuttle, transfer, embark and disembark here for free. Light: Starships captured by Star Destroyer go here and may be Besieged. Immune to Revolution.

STARSHIPS

IG-2000 4 3 3 3 4 3 R
•May add 1 pilot (must be a smuggler or bounty hunter) and 2 passengers. Maneuver +3 and immune to attrition < 3 if IG-88 piloting. Ion Cannon may deploy here.

Mist Hunter 4 2 3 5 4 3 R
•May add 2 pilots (one must be a smuggler or bounty hunter) and 3 passengers. Immune to attrition < 3 if Zuckuss piloting. Has ship-docking capabilities.

Punishing One 3 2 5 3 3 3 R
•May add 1 pilot (must be a smuggler or bounty hunter) and 1 passenger. Immune to attrition < 3 if Dengar piloting. Deploy -3 when deploying with Dengar. Boosted TIE Cannon may deploy here.

TIE Avenger 3 2 4 2 3 2 C
Deploy -1 to same system as any Imperial capital starship. May add 1 pilot. Boosted TIE Cannon may deploy here.

TIE Bomber 0 1 2 — 2 2 U
Power +2 during a Planetary Ion Battle. Permanent pilot aboard provides ability of 1. At any time during your turn, may use 1 Force to 'defuse' (lose or return to hand) any one Orbital Mine present.

Avenger 1 8 6 3 8 9 R
•May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 2. Subtract 2 from asteroid destiny draws targeting Avenger.

Executor 1 12 12 2 15 15 R
•May add unlimited pilots, passengers, vehicles and starfighters. Has ship-docking capability. Permanent pilots aboard provide total ability of 3. Immune to attrition < 12.

Hound's Tooth 2 5 4 4 6 4 R
•May add 1 pilot (must be a smuggler or bounty hunter), 6 passengers and 1 vehicle. Immune to attrition < 4 if Bossk piloting. Deploys and moves like a starfighter. Has ship-docking capability.

LIGHT SIDE

CHARACTERS

Bog-wing Creature 5 * 2 2 0 C
*Ferocity = destiny - 1. Habitat: exterior sites on Endor, Yavin 4 and Dagobah. Instead of attacking a character, carries character as far as possible (up to two sites away).

Mynock Creature 3 2 3 3 0 C
Habitat: unrestricted. May move like a starfighter. If starfighter present, instead of attacking, immediately attaches to immediately reduce power and hyperspeed by 2 (detaches only when both < 1).

Nudj Creature 2 * 1 1 0 C
*Ferocity = destiny -4. Habitat: planet sites (except Hoth and Tatooine) and Dark Waters. Cumulatively cancels one Dark Side force icon present.

Son of Skywalker Rebel 1 5 5 5 8 R
Deploys on Dagobah or Cloud City. Adds 2 to power of any starship he pilots. Once per game, a lightsaber may deploy here for free directly from Reserve Deck. Immune to attrition < 4.

Space Slug Creature 4 * 3 2 0 R
ΔFerocity = two destiny. Habitat: Big One. Will attack starfighters (defeated cards are eaten or relocated to belly, your choice). Once per turn, may open or close mouth.

Vine Snake Creature 3 0 3 2 0 C
Habitat: planet sites (except Hoth). Attacks by attaching to character. X = 0. Every move phase, draw destiny; each time destiny > ability, add 1 to X. Character is power - X (eaten if power = 0).

Yoda Jedi Master 1 2 7 5 9 R
Deploys on Dagobah. When master, add 1 to training destiny. Where present, battles and attacks cannot happen unless a Dark Side character of ability > 3 is there. Immune to attrition.

EFFECTS

Anger, Fear, Aggression Effect 4 C
•Insert in opponent's Reserve Deck. When effect reaches top it is lost, but opponent must initiate a battle by the end of his next battle phase or lose 4 Force. (Immune to Alter.)

Asteroid Sanctuary Effect 3 C
ΔDeploy on any asteroid sector. During each of opponent's control phases, opponent loses X Force, where X = total number of asteroid sectors at same system that are not occupied by opponent. Effect canceled if opponent controls this location.

Asteroids Do Not Concern Me Utinni 4 R
•Deploy on any asteroid sector. Target one opponent's capital starship. Pilots aboard target may not use ability to draw battle destiny. Subtract 4 from asteroid destiny when targeting that starship. Utinni Effect canceled when reached by target.

At Peace Immediate 3 R
•Deploy on an apprentice at the beginning of your turn. Apprentice may not attempt Jedi Tests until end of your next turn. When attempting next test, apprentice adds 3 to training destiny. (Immune to Control.)

Descent Into The Dark Immediate 4 R
•If either player just placed a card in a Used Pile, deploy on table. All Used Piles are immediately recirculated. When any player places one or more cards in a Used Pile, those cards are immediately re-circulated.

Do, Or Do Not Effect 4 C
Deploy on table. Sense and Alter are one Lost Interrupts. When any player makes a destiny draw for Sense or Alter, and that destiny draw is successful, that player loses 2 Force. (Immune to Alter.)

Encouragement Effect 3 C
ΔUse 2 Force to deploy on any exterior planet site where you have a Rebel or alien. You deploy characters at this site, even without presence, regardless of location deployment restrictions.

Flash of Insight Effect 4 U
•Deploy on your side of table. At any time, you may use 3 Force to draw the top card of your Reserve Deck into your hand. If that card is a space creature, you may immediately deploy it for free.

Grounded Starfighter Effect 4 U
Deploy on a landed starship (not at a docking bay). Starship may not move. OR Deploy on a starship or vehicle on Dagobah. Target may not move. At the start of your next control phase, starship or vehicle sinks to bottom of the Lost Pile.

Hiding In the Garbage Effect 3 R
•Use 2 Force to deploy on your side of the table. At any time, you may declare a card type. Use Force on by one, revealing each card used, until a card of that type is revealed (take it into hand) or Force Pile is depleted.

Ineffective Maneuver Effect 3 U
Deploy on any effect or utinni effect (except those immune to Alter). During each of owner's draw phases, if you occupy an asteroid sector, owner must choose to either lose 1 Force or voluntarily cancel that effect or utinni effect. (Immune to Alter.)

Never Tell Me the Odds Effect 3 C
•Insert in opponent's Reserve Deck. When effect reaches top it is lost, and up to the three lowest destiny numbers of each player's characters on table are totaled. Player with lower total loses Force equal to the difference. (Immune to Alter.)

No Disintegrations Effect 4 R
•Use 2 Force to deploy on your side of table. If a Rebel of ability > 2 is lost during a battle involving an opponent's bounty hunter, opponent loses 3 Force. If Vader on table, one bounty hunter involved in that battle is lost.

Obi-Wan's Apparition Effect 6 R
•Use 4 Force to deploy at any site if opponent is generating at least 3 Force more than you. At that site, adjacent sites and same site as Obi-Wan, players activate Force only if they have presence.

Order to Engage Effect 4 R
•Use 2 Force to deploy on opponent's side of table. At end of each of opponent's battle phases, if a battle did not take place at every location where both players have presence at end of that phase, opponent loses 3 Force.

Polarized Negative Power Coupling Effect 4 R
Deploy on table. Turn every Used Pile face up. Turn used cards face down whenever they are re-circulated.

Quick Draw Effect 3 C
Deploy on your side of table. Once during each of your draw phases, you may use 2 Force to search your Lost Pile. Take any one blaster you find there and immediately deploy it (for free).

Reflection Effect 3 R
•Deploy on Leia. Once during each of your control phases, you may use 3 Force to retrieve one card from your Lost Pile. Also, when an apprentice, adds 1 to her training destiny.

Report to Lord Vader Utinni 4 R
•If you just won a battle, deploy on Vader. Target an Imperial involved in that battle. Vader and target are power and forfeit -4. When target reaches Vader, lose utinni effect and draw destiny. If destiny > 2, target lost.

Rogue Asteroid Mobile 4 C
ΔDeploy on an asteroid sector and specify starting direction. Every move phase, moves to next adjacent asteroid sector (reversing direction if necessary). Where present, adds 2 to asteroid destiny. May be targeted by starship weapons (armor = 3).

Rycar's Run Utinni 4 R
•Deploy on a Big One. X = twice the number of asteroid sectors at that system. Target a starfighter at related planet system. When reached by target, relocate effect to planet system. When target returns to system, lose effect and retrieve X Force.

Scramble Effect 3 U
•Deploy on opponent's side of table. Opponent's pilots (except Vader) present at sites may not use ability to draw battle destiny. Effect canceled when opponent has no pilots at sites.

Smuggler's Blues Effect 3 R
•Deploy on a smuggler. May use 2 Force to cancel Limited Resources. Also, if 'trained' by Rycaar Ryjerd and piloting a starship when that starship completes Kessel Run, Rycar's Run or The First Transport is Away, any retrieved Force may be taken into hand.

Abi Ability Dep Deploy Des Destiny For Forfeit Man Maneuver Pow Power



Name	Type	Destiny	Rarity
Description			
Stone pile	Effect	2	R
•Use 2 Force to deploy on any Dagobah site. Randomly select two cards from opponent's hand and place them face down beneath Stone Pile. If opponent occupies this site, effect canceled and cards return to opponent's hand.			
The Professor	Effect	4	R
•Use 3 Force to deploy on your side of table (free if C-3PO on table). If you have a protocol droid aboard a starship or vehicle in a battle, you may use X Force to reduce the battle damage against you by X (by X+1 if an astromech character also aboard).			
Wars Not Make One Great	Effect	4	U
•Deploy on any location. For either player to initiate a battle or Force drain anywhere, that player must use +1 Force. Effect canceled if opponent controls this location.			
What is Thy Bidding My Master?	Utinni	3	R
•Deploy on Emperor Palpatine or any system. Target one character whose lore uses the word 'Emperor.' Target cannot use ability to draw battle destiny and is excluded from being the 'highest-ability character.'			
Yoda's Gimer Stick	Effect	3	U
•Deploy on Yoda. You may initiate battles and attacks where present. OR Use 2 Force to deploy on one of your characters of ability > 3. Immune to attrition. Where present, no battles or attacks may be initiated unless an opponent's character of ability > 3 present.			
Yoda's Hope	Effect	4	R
•Deploy on a character. When on the mentor, adds 1 to training destiny draws. If on Yoda, you may lose effect to search your reserve deck and take into hand one card with 'levitation' in the title.			

EQUIPMENT

Name	Type	Destiny	Rarity
Description			
Astromech Translator	Device	3	C
Deploy on any starfighter. While an astromech character is aboard: If not piloted, starfighter may move and may use power, maneuver and hyperspeed. OR If piloted, starfighter is immune to attrition < 3 (<6 if matching pilot aboard).			
Droid Sensorscope	Device	4	C
Deploy on one of your R-unit droids. During any control phase, you may use 1 Force to peek at the top card of opponent's reserve deck. Also, if on Dagobah, droid may move for free.			
Han's Toolkit	Device	4	R
•Use 1 Force to deploy on one of your characters, vehicles or starships (free on Millennium Falcon or Han). While aboard a vehicle or starship, you may use 1 Force to cancel any interrupt or effect which targets that vehicle or starship.			
Landing Claw	Device	2	R
••Deploy on one of your starfighters. During any control phase, may target one opponent's capital starship present. Starfighter attaches to target (automatically moves with target and is 'concealed'). May detach at any time (even as target begins to move).			
Luke's Backpack	Device	6	R
•Deploy on any character. May carry and use any number of devices. May also carry Yoda, Kabe or any one Jawa or Ewok (as if riding a creature vehicle). Adds 1 to training destiny when carrying the mentor.			
Portable Fusion Generator	Device	3	C
Deploy on any warrior. When that warrior fires a blaster rifle or artillery weapon, adds 1 to each of that weapon's destiny draws. Also, may add 1 to power of one droid present.			
Rebel Flight Suit	Device	5	C
Deploy on any pilot. While aboard any starfighter, that character is considered to be the "matching pilot" (pilot adds at least 2 to maneuver and draws one battle destiny if not able to otherwise).			
Retractable Arm	Device	4	C
Deploy on any R-unit droid to give that droid thief skill. Once during each of your control phases, you may use 1 Force to target a weapon or device present. Draw destiny. If destiny > 2, target is 'stolen.' Target may then be transferred for free. Droid is immune to Disarmed.			

INTERRUPTS

Name	Type	Destiny	Rarity
Description			
Away Put Your Weapon	Used or Lost	5	U
Used: If a lightsaber was just used to enhance a Force drain, place it in owner's Used Pile. Lost: Place any or all of your devices and character weapons on table in your Used Pile.			
Blasted Varmints	Used	5	C
•Use 1 Force to cause all Mynocks or Vine Snakes to detach from one starfighter or character. OR Cause one Mynock attached to any starfighter to be lost. OR After a creature has selected a target, cancel that selection and select again.			
Closer?!	Used	6	U
During your move phase, use 1 Force to relocate one of your starships from a planet system to any related asteroid sector (or vice versa). This movement is free if Snuggler is on board. OR Cancel Rogue Asteroid or Close Call.			
Control	Lost	2	U
Cancel one Sense or Alter card. (Immune to Sense.) OR Cancel one Immediate Effect, Mobile Effect or Force drain.			
Effective Repairs	Used or Lost	4	R
Used: Cancel Limited Resources. Lost: Use 3 Force to search your Lost Pile and take one effect (any type) into hand.			
Egregious Pilot Error	Lost	4	R
•During opponent's control phase, if opponent has two or more capital starships at same system, draw destiny. If destiny - 1 < number of opponent's capital starships there, those starships may not move or participate in battle until end of your next turn.			
Found Someone You Have	Lost	3	U
If you have a character of ability > 4 on table, use 3 Force to find one of your missing characters (your choice). OR During any control phase, examine the top card of your Lost Pile. If that card is a character of ability < 3, take that character into hand.			
I Have a Bad Feeling About This	Lost	3	R
Use 3 Force: Retarget an interrupt or utinni effect to another target on the same side of the Force. OR Relocate any Effect (except those immune to Alter) deployed on a location to another location.			
Jedi Levitation	Lost	4	R
Use X Force, where X = (7 - ability of your highest-ability character on table). Search your Used Pile and take one card into hand.			
Levitation	Used or Lost	6	U
Used: Cancel Silence is Golden or Shut Him Up or Shut Him Down. Lost: Search your Used Pile and take any droid, device or Stone Pile into hand.			
Light Maneuvers	Used	3	R
Cancel Dark Maneuvers, Emergency Deployment, Lone Pulot, I Want That Ship, Defensive Fire, Rogue Asteroid or Take Evasive Action. OR Double Special Modifications until end of turn.			
Lost Relay	Used	5	C
Target one opponent's starfighter present with one of your starships at an asteroid sector, before asteroid destiny is drawn this turn. If target lost this turn due to asteroid destiny, opponent also loses Force equal to target's forfeit value.			
Moving To Attack Position	Lost	4	C
•Target one starfighter participating in a battle at a system. For remainder of turn, starfighter may not move, is immune to attrition and, if piloted by any Corellian, is power +2			
Recoil In Fear	Lost	3	C
Use 3 Force. Each player counts cards in hand, then shuffles entire hand and Used Pile into Reserve Deck. Each player drawscounted number of cards.			
Shoot Shoot!	Used	6	U
•If you have a droid on table: Cancel an attack just initiated by a creature. OR Immediately move an eopponent's creature to an adjacent location.			
Starship Levitation	Used or Lost	5	U
Used: Cancel Awwww, Cannot Get Your Ship Out. Lost: Use 1 Force to draw destiny. If destiny < ability of highest-ability character on table, search your Used Pile and take one starship into hand.			
They'd Be Crazy to Follow Us	Used	4	C
•Use 1 Force to target a starship at an asteroid sector or a blown away system. For remainder of turn, you may add 2 to destiny totals targeting the armor or maneuver of that starship.			
This is More Like It	Used	3	R
During a battle, lose X Force to reduce attrition against you by X. OR Cancel This is Just Wrong.			
This is No Cave	Used	5	R
Relocate starfighter from a Big One to related site (or vice versa) for free. If smuggler aboard, starfighter is immune to attrition and subtracts 5 from asteroid destiny until end of your next turn. OR Cancel Corrosive Damage.			
Through the Force...	Lost	3	R
At the end of any player's draw phase, cause that player to place Used Pile face up on top of Reserve Deck. When face-up cards are removed from Reserve Deck, they are treated as normal (no longer face up).			
Tight Squeeze	Lost	3	R
•If you have a lone vehicle or starfighter in a battle or Attack Run at Beggar's Canyon, Cloud City, Death Star: Trench or an asteroid sector, use 1 Force. At the end of that battle or Attack Run, opponent must forfeit two participating vehicles or starfighters.			
Transmission Terminated	Lost	5	U
Cancel one hologram. OR Use 3 Force. Draw destiny 1. Add 1 to destiny for each asteroid sector on table. If total destiny > 3, Imperial Holotable is blown away (opponent loses 4 Force).			
Tunnel Vision	Lost	3	U
Search your Force Pile and take one card into hand.			
Visored Vision	Used or Lost	3	C
••Name an interrupt. Opponent must reveal Used Pile. Used: Opponent must lose 1 Force for each copy of that interrupt found there. Lost: Each copy of that interrupt found there is lost.			
We Can Still Outmaneuver Them	Used or Lost	3	R
•Used: Search your reserve deck. Take one Collision! or Egregious Pilot Error into hand. Lost: If opponent initiates battle with at least two capital starships at system where you have one starfighter, add two battle destiny.			
We Don't Need Their Scum	Used or Lost	2	R
Used: Cancel Res Luk Ra'auf. Lost: If two bounty hunters (or an Imperial and a bounty hunter) are in a battle together , use 2 Force to draw two destiny. Subtract total from opponent's attrition and total power (cannot fall below zero).			
WHAAAAAAAAAOOOOW!	Used	7	R
•If one of your characters was just defeated by a Dragonsnake, Rancor, Sarlacc, Dianoga or Wampa, instead of being 'eaten' that character is 'hurled' (relocated) to an adjacent site, if possible.			
Yoda Stew	Used	3	U
•During opponent's turn, take up to four cards from your hand and place them on top of your Force pile.			
Yoda, You Seek Yoda	Lost	4	R
•If Yoda is lost, use 1 Force to retrieve him from the Lost Pile. OR Use 3 Force to search through your reserve deck and take Yoda into your hand.			
You Do Have Your Moments	Lost	2	U
•During a battle, before any cards have been forfeited, cause all attrition for both sides to be reduced to zero.			

JEDI TRAINING

Name	Test #	Destiny	Rarity
Description			
A Jedi's Strength	Jedi Test #2	2	U
Deploy on unoccupied Dagobah site. At beginning of your move phases, opponent may relocated this Jedi Test to an adjacent site. Target mentor and apprentice. Apprentice may move using personal landspeed only. Attempt when apprentice is present at beginning of your control phase. Draw training destiny. If destiny + apprentice's ability > 13, test completed. Place on apprentice. Apprentice is power +1 and may move normally. Total ability of 6 or more is required for opponent to draw battle destiny.			
Domain of Evil	Jedi Test #3	3	U
Deploy on Dagobah: Jungle or Dagobah: Cave. Target a mentor and an apprentice. Attempt when apprentice is present at the end of your turn and none of your cards participated in battles, Force drains or Jedi Tests during that turn. Draw training destiny. If destiny + apprentice's ability > 14, test completed. Place on apprentice. You may subtract 1 from each of opponent's destiny draws.			
Great Warrior	Jedi Test #1	1	C
Deploy on Dagobah site. Target a mentor and on apprentice here (deploying apprentice if necessary). Attempt at beginning of your control phase. Draw training destiny. If destiny + apprentice's ability > 12, test completed. Place on apprentice. All opponent's Force drain bonuses everywhere are ignored.			
It Is the Future You See	Jedi Test #5	5	R
Deploy on a Dagobah site. Target a mentor and an apprentice. Attempt when apprentice is present at the beginning of your control phase. Turn apprentice upside down (cannot move and power = 0). At the end of your next turn, turn apprentice right side up. Place on apprentice. Immune to attrition < 4. Reveal the top two cards of your Reserve Deck and place one upside down on apprentice. Whenever you are about to draw a card for destiny, you may instead use the upside-down card (which remains no apprentice for re-use).			
Size Matters Not	Jedi Test #4	4	R
Deploy on Dagobah: Swamp or Dagobah: Bog Clearing. Target a mentor and an apprentice. Attempt when apprentice is present at the beginning of your control phase. Draw training destiny. If destiny + apprentice's ability > 15, test completed. Place on apprentice. Immune to attrition < 3. Once during each of your control phases, you may use 2 Force to search through your Reserve Deck and take any one card into your hand.			

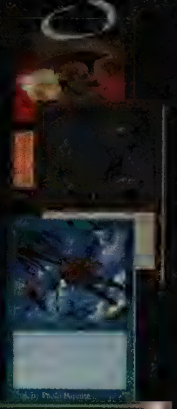
LOCATIONS

Name	Type	Parsec	Force	Rarity
Description				
Anoat	System	5	2/1	U
•Light: If opponent initiates a battle here, your starships may move as a 'react' to or from nearest related asteroid sector. Dark: Your Ugnaughts deploy free aboard starships here. If you control, all your Ugnaughts on table are forfeit +2.				
Asteroid Field	System	—	1/1	C
ΔΔΔ"Asteroid Rules" in effect here. Light: If you control, may cancel Force drain at related system.				
Big One	System	—	1/0	U
Δ"Asteroid Rules" in effect here. Light: If you control, Force drain +1 here for each Asteroid Field in same system. Dark: If you control, Force drain is +1 here.				
Big One: Asteroid Cave	Site	—	1/1	U
Δ"Cave Rules" in effect here. Light: If you control, may cancel Force drains at system related to Big One.				
Dagobah	System	9	2/2	U
•Light: During your deploy phase, you may deploy one Dagobah site directly from your reserve deck. Dark: Opponent's Force drains here are canceled. You may not Force drain here.				
Dagobah: Bog Clearing	Site	—	1/0	R
•Light: Your starfighters may deploy and are immune to Awwww, Cannot Get Your Ship Out here. Dark: If you occupy, Force generation is +1 for you here.				
Dagobah: Jungle	Site	—	1/0	U
•No starships or vehicles here. Light: Your creatures are deploy -2 here. Dark: If you occupy, Force generation +1 for you here.				
Dagobah: Swamp	Site	—	1/0	U
•Both: At end of your turn, your ships and vehicles here 'sink' to Used Pile.				
Dagobah: Training Area	Site	—	1/1	C
•Light: Once per turn, may search reserve deck and take one Jedi Test into your hand. Dark: You may use 1 Force to cancel any Force drain here.				
Dagobah: Yoda's Hut	Site	—	2/0	R
•Light: If Yoda here, once per turn, may subtract 2 from attrition against you at another location. Dark: If you occupy, opponent's Yoda's Hut game text is canceled.				
Raithal	System	3	2/1	R
•Light: If you control, all opponent's troopers are forfeit and destiny -1. Dark: If you control, you may raise converted Raithal system to the top.				

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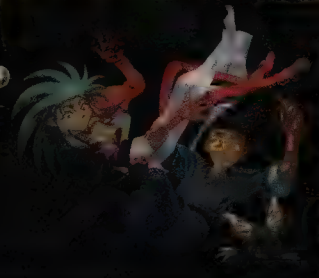


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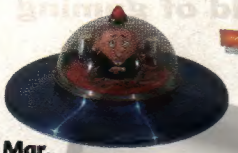


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ILLINOIS

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JUNE 15 & 29, PALATINE

COMIC BOOK & ACTION FIGURE SHOW, Ramada Hotel, Northwest Hwy & Route 53. 55 tables @ $35-$40 each. $2 admission, children under 13 FREE. 9:30am-3pm. We'll feature Comics, Action Figures, Starting Lineup, CCGs, Star Wars, Star Trek, Spawn, G.I. Joe, Matchbox, Hot Wheels, Non-Sport cards, Beanie Babies, hard-to-find items and much, much more. Need directions? Call 847-359-6900. For more information contact: Keith Boyer @ WP Promotions. 847-776-0216

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OUTER LIMITS presents the greatest Type I tournaments since the Fall of the Roman Empire! 433 Route 46E (just 5 miles East of the Willowbrook Mall). EVERY FRIDAY NIGHT. $5 ADMISSION, 6PM. PRIZE: different box each week. For more information contact: Adam Krat @ 201-340-9393.

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NY GAME MASTER II, 96 Route 59E. Game Master II is happy to announce its schedule for *Magic* Tournaments: every Saturday of the month a draft tournament. Registration at 1pm. On every Sunday of the month, a Type I tournament. Registration at 12:30pm. Prizes to be awarded in all tournaments. There are also FREE and permanent gaming tables available every day of the week. We also have *Warhammer 40K* leagues and are looking for GM's interested in running different systems. So, for more info, give us a call @ 914-425-4329 or e-mail us at gamemasterltd@worldnet.att.net and ask for Steve or Jay.

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PENNSYLVANIA

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GRAY MATTER CONVENTIONS in Pittsburgh, Holiday Inn-UC, 100 Lytton Avenue (on the U-Pitt campus), call 412-682-6200 for directions. Sanctioned *Magic: The Gathering™* convention & tournament: Type I, Type II or Sealed Deck tournaments $1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. $17 in advance, $20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail: graymatter@expressways.com.

WASHINGTON, DC

MAY 17, TYSONS CORNER, VA (CALL FOR JUNE DATE)

GRAY MATTER CONVENTIONS in Washington D.C. Tysons Westpark Hotel, Route 7W off 495 Beltway, call 703-734-2800 for directions. Sanctioned *Magic: The Gathering™* convention & tournament: Type I, Type II or Sealed Deck tournaments. $1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. $17 in advance, $20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail: graymatter@expressways.com

Swan SONG

Rick Swan's unique take on the world of gaming

Computer Capers



Because I'm computerphobic, for a long time I resisted the urge to go online. A few weeks ago, however, I broke down and linked up with America Online, and I have to admit, it's opened up a whole new world. I've found it a great way to gather information. I've found it a great way to communicate. But mostly, I've found it a great way to annoy people.

Following are excerpts from some of my recent encounters in the gaming chat rooms. I'm RS, though that's not the name I actually used (the real one I'll keep to myself, thank you very much). To protect the innocent, the names of my, er, victims have also been altered.

THURSDAY, 7:15 P.M.

RS: *Magic*-playin' Bob here.

Bchoo313: Hi Bob. Where from?

RS: The midwest.

Bchoo313: How's things in the midwest?

RS: Not good. Our state legislature just made *Magic* illegal.

Bchoo313: No kidding.

RS: Yeah. First time they catch you with cards, you get a year's probation.

Bchoo313: Wow.

RS: Second time, you get a year in prison for every ounce.

Bchoo313: Every ounce of what?

RS: Every ounce of cards. Four ounces, four years.

Bchoo313: Wow.

RS: And if they catch you actually handing out cards, you could get life.

Bchoo313: Life! Wow.

RS: Yeah. Because that makes you a dealer.

THURSDAY, 9:50 P.M.

RS: I can cram an entire *Mirage* deck up my nose.

RabeHom: Do it.

RS: Rules included.

RabeHom: Do it.

RS: Okay, here goes...geez, that hurts!

RabeHom: How are you going to get it out?

RS: Pliers.

RabeHom: Do it.

RS: Okay...oh my god! I pulled out a lung!

FRIDAY, 6:20 P.M.

RS: Hi! I'm Melvin, a 19-year-old male card player from Kentucky. Any cute girls out there?

(A minute passes. No response. Five minutes. Nothing. Ten minutes. Nothing. I log off, then try again.)

RS: Hi! I'm Trixie, a 19-year-old female card player–

(My wife peeks over my shoulder. "What the hell are you doing?" she shrieks. "Uh," I say. "Nothing, dear." She rolls her eyes and leaves. I return to the keyboard.)

RS: –from Kentucky. Any cute guys out there?

Tomsco: Right here.

Dogg700: How you doing?

MrEd: Can I get your phone number?

Bluto4786: Hi sweetheart.

DDDGold: Hi babe.

WesLee: Are you a hot chick?

(Sick to my stomach, I log off.)

FRIDAY, 10:10 P.M.

RS: My parents think *Magic* is satanic and won't let me play.

Grav8bb: That is ridiculous. *Magic* is not satanic. It is a game enjoyed by millions all over the world. It is based on classic fantasy and literature. You will not go to hell for playing it.

RS: That's just what I'd expect Satan to say.

Grav8bb: I am not Satan!

RS: You're a tricky fellow, Horned One.

SATURDAY, 10:25 A.M.

DrkMann: I have a Concordant Crossroads for sale in mint condition. Price Guide lists it for $12. I will take the best offer.

RS: Will you take $1,000?

DrkMann: You bet.

RS: Will you take a personal check?

DrkMann: It will have to clear my bank.

RS: Never mind. I don't have a bank account. Will you take a money order?

DrkMann: Yes.

RS: From Germany?

DrkMann: You're from Germany?

RS: No. Will you take 10,000 pennies?

DrkMann: I am talking to an idiot.

RS: Can I send them to you one at a time?

SATURDAY, 11:30 A.M.

RS: Can anyone help me with a *Magic* question?

Takeee: Shoot.

RS: If I play Sandbar Crocodile and my opponent controls a Rabid Wombat, can I Channel his Diamond Valley if I sacrifice a Ray of Command?

Takeee: I think you made a typo.

RS: No I didn't. Hey, wait a sec–aren't you Richard Garfield?

Takeee: Not hardly.

RS: It's a pleasure to meet you, Mr. Garfield. I've admired your work for a long time.

Takeee: I'm not Garfield.

RS: It must be great being in a big rock band like Metallica.

Takeee: I'm not Garfield.

RS: Do you meet a lot of girls?

RS: Are you still there?

RS: I guess he had to rehearse.

SUNDAY, 7:00 P.M.

RS: Any *InQuest* readers out there?

RubiX: Right here. *InQuest* is the best.

RS: Big fan?

RubiX: I have every issue since #5. I have read all of them from cover to cover at least three times.

RS: What do you think of Rick Swan?

RubiX: Who?

Rick Swan knew there'd be trouble with his new computer when the keyboard lifted itself up and peed on his arm.

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